THE OFFICIAL SEGA SATURN MAGAZINE

SEGA SATURN MAGAZINE



Dreamcast

ISSUE 37 £2.95
NOVEMBER 1998



EXCLUSIVE!

Marvel Versus Street Fighter!

DROP DEAD GORGEOUS!

Dead or Alive 2: Sex, Fights and Video Games!

BLOWN AWAY!

Blue Stinger! Dreamcast Resident Evil Beater!

GORE FEST! House of the Dead 2

PLUS! METROPOLIS: BIZARRE CREATIONS INTERVIEWED! BLOOD BULLET, CAPCOM GENERATIONS, DEEP FEAR COMPLETE SOLUTION, GODZILLA GENERATIONS, UNREAL... AND LOTS MORE!

Saturn Mag No More!

The dreaming is over. There isn't any easy way of saying this, but this is the last ever issue of SEGA SATURN MAGAZINE we're planning to produce in any way, shape or form. It's one of the hardest decisions we've ever had to make, but unfortunately it's become inevitable.

Here at SSM we've always valued quality over all else - it's the reason we've stuck with the Saturn all this time, even as the domestic market for the machine has collapsed around us. Despite retaining a loyal band of readers, the bottom line is that the magazine no longer receives the advertising revenue required in order to make it a viable financial concern for our overlords here at EMAP.

We've done our best for the mag, never failing to make it 100 pages packed with real excitement, but the simple fact of the matter is that for SSM to continue, we'd have to compromise both the quality and quantity of the product. We certainly aren't going to follow the ways of our dearly departed competitors, gradually slimming down the pagination and lowering the production values of the magazine... and to be frank, it's just not the way we do things around here.

So what better way to go out than with a bang, one final Hurrah? In this, our final issue, we concentrate on the future of Sega gaming. With every passing month, Dreamcast becomes ever more exciting - we interview Bizarre Creations (whose game I'm tipping as the best-selling at the European Dreamcast launch), check out the awesome Resident Evil beater, Blue Stinger, and also examine details on a whole host of stunning new Dreamcast products.

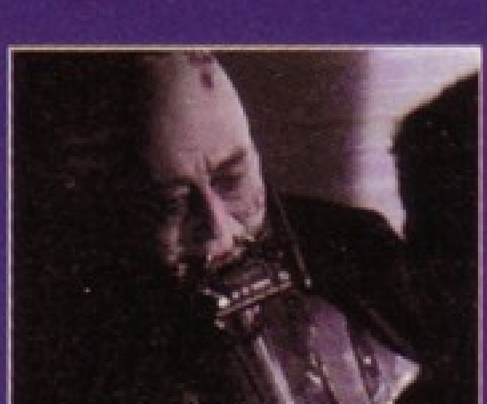
Oh, and what with being called SEGA SATURN MAGAZINE we produce the end-pieces of all the tips coverage you've been following and check out Capcom's wares - their excellent Generations retro packs and of course, the most eagerly awaited Marvel Super Heroes vs Street Fighter. Yeah, there's no doubting that it's another, perhaps final, sad day for Saturndom assembled, but it's been a cool ride while it lasted and we've had a great time producing this monthly tome of knowledge. Here's hoping we've kept you sufficiently entertained.

RICH LEADBETTER

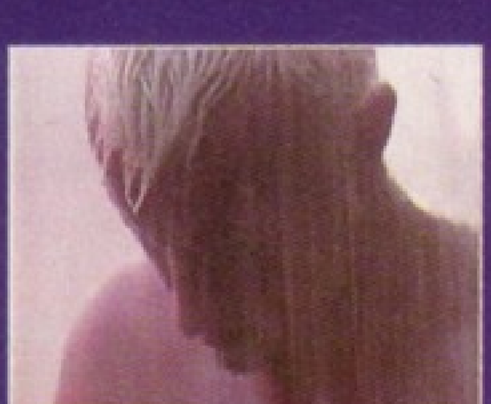




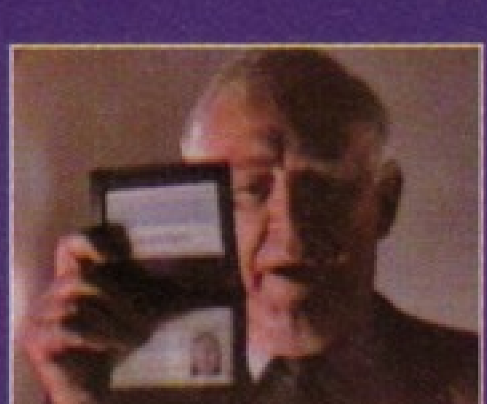
RICH
"I know now why you cry... but it's something I can never do."



MATT
"Help me take this mask off..." "But you'll die without it!" "Nothing... can stop that now..."



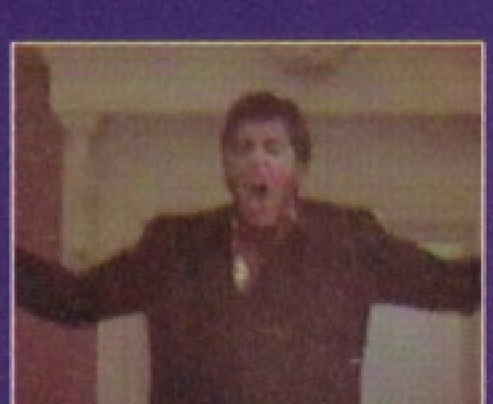
JASON
"All those moments... will be lost in time... like tears in the rain. Time to die!"



LEE
"Diplomatic Immunity!" "It's just been revoked."



GARY
"Of all the souls I've encountered in my travels, his... was the most... human."



NICK
"I'll take your f@✱£ing bullets...Uuugh... you need a f@✱£ing army to take me down"

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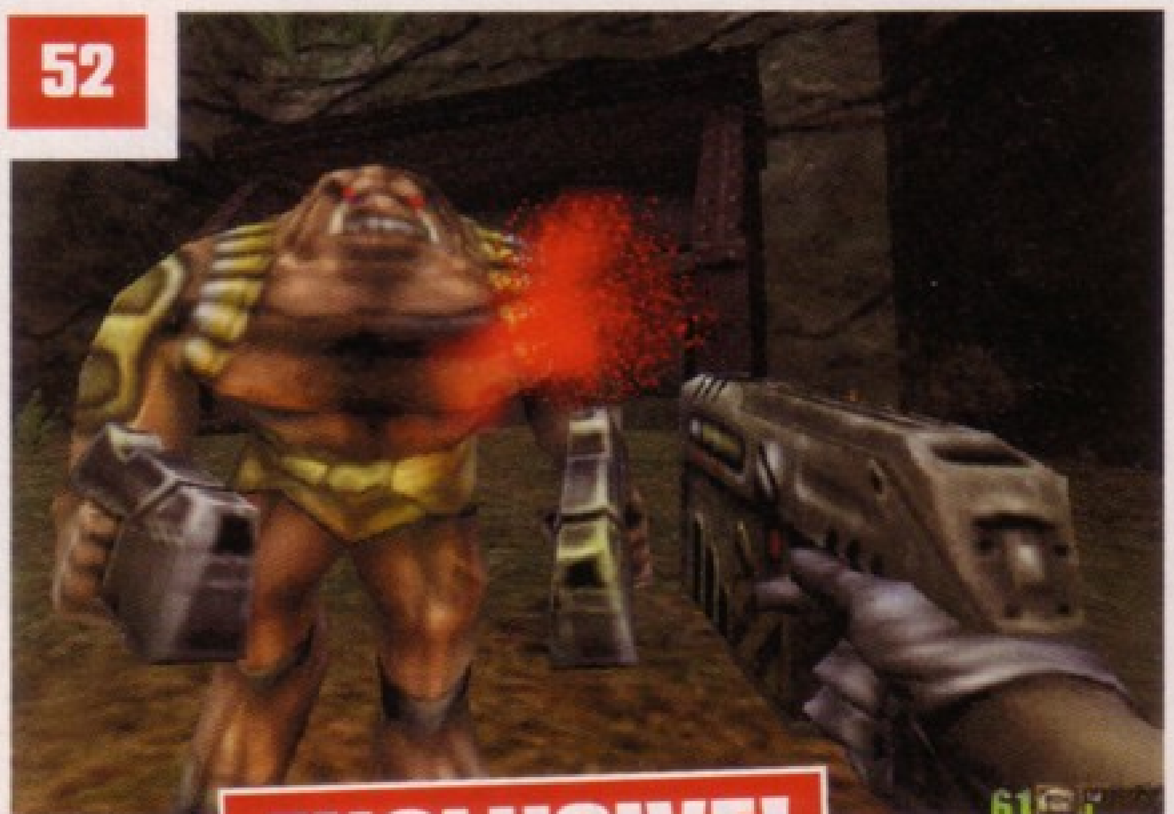
Distribution **BBC Frontline**
Printing **Southern Print**

"WHO'S THE DICKHEAD NOW?"
Well, here we go... it's the very final piece of text ever written for the mag, so there's a few additional thanks from Rich to the people who've made SSM a cool read over the last few years... Here goes: Julian RIgnall, Sam Hickman, Tom Guise, Eddy Lawrence, Dave Kelsall, Robert Bright, Mark Maz and Mr Douglas Bone.

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Features

EXCLUSIVE!

Blue Stinger

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All the action of Resident Evil... but with next generation Dreamcast gameplay! Check it out!











▲ Resident Evil's coming out for the Dreamcast... but will it be able to comprehensively out-quaff the marvellous Blue Stinger?

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▲ Dead or Alive 2: for *hardened* gamesplayers!

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Marvel Super Heroes vs Street Fighter

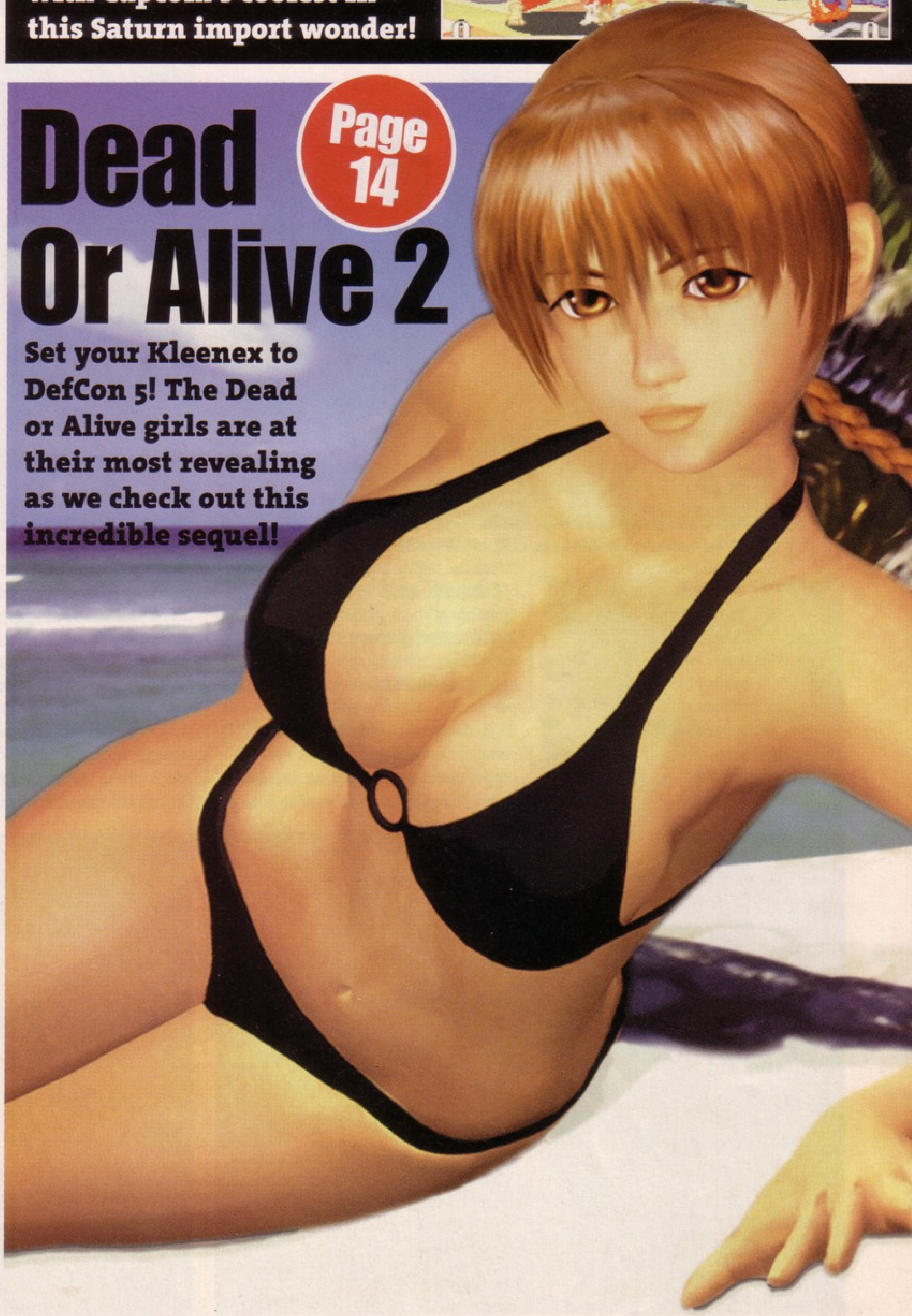
Marvel's mightiest clash with Capcom's coolest in this Saturn import wonder!



Dead Or Alive 2

Page 14

Set your Kleenex to DefCon 5! The Dead or Alive girls are at their most revealing as we check out this incredible sequel!



NEWS



Jamma Hot

Sega's arcade excellence revealed!

Exclusive JAMMA Show report ■ First Naomi arcade games revealed! ■ Check out these exclusive The House of the Dead 2 screenshots ■ Dreamcast conversions almost certain

At the recent 1998 JAMMA Show in Tokyo, Sega revealed a handful of new arcade games running on the newly developed Naomi board (the arcade variation of the Dreamcast hardware). The House of the Dead 2, Blood Bullet: The House of the Dead side story and Dynamite Baseball '98 astounded the assembled members of the Japanese press and public alike and should cause quite a stir when released next year.

HOUSE OF PAIN

It was the highly-anticipated The House of the Dead 2 which stole most of the limelight at the Sega-dominated JAMMA Show. The sequel to AM1's incredibly popular arcade and Saturn light-gun blaster maintains the same perspective, storyline and style of play as its predecessor, but has been given a complete make-over to make full and proper use of the vastly powerful Naomi board. Take the zombies for example. In the original The House of the Dead, the zombies would simply flash and disappear when shot, but now disintegrate into a pool of bubbling green sludge for the flashier sequel.

It's also worth mentioning that AM1 previously stated in an interview with SSM that there are many elements the development team was unable to incorporate in the first HotD game, but are planning to include in the sequel. Quite what these new features are isn't yet apparent, but we'll know for sure when The House of the Dead 2 is released in Europe early next year.

BLOOD BULLET

The other game in the lucrative The House of the Dead franchise to make an appearance at the JAMMA Show was the provisionally titled Blood Bullet: The House of the Dead side story. Also running on the obscenely powerful Naomi arcade board, the game appears to be an



▲ Blood Bullet looks like a cross between Spikeout and Resident Evil... only better!



▲ There are three characters to choose from, each with suitably ridiculous names.

Naomi: So Goodie

Turn the page for more Naomi info!

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Dreamcast Info!

Pictures of the mythical E3 demos: Finally!

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More Arcade

New coin-ops from AM1 and AM3 revealed!

PAGE 12

New Game

Bizarre's second 128-bit game: details!

PAGE 13



▲ Expect an arcade-perfect version of The House of the Dead 2 on Dreamcast next year.



▲ As with the first HotD, each of the bosses have a weak spot for you to aim for.

amalgam of The House of the Dead, AM2's Spikeout and Resident Evil. Cast as one of the investigative agents, players are given the full freedom to manoeuvre their on-screen characters around the highly detailed 3D environments, blasting the continual onslaught of decomposing zombies. But where Blood Bullet differs from the other titles in the HotD series is that the former requires players to overcome basic logic puzzles to progress further into the game, much the same as Resident Evil. Quite what this involves and how well it will work in an arcade game remains unknown at this time, but with AM1 at the helm it's sure to be awesome!

DYNAMITE BASEBALL '98

The third NAOMI arcade game to be revealed at the JAMMA Show was Dynamite Baseball '98, though only videotape footage of the game in action was present at the JAMMA Show. The arcade sports sim is the sequel to the popular Dynamite Baseball coin-op and is likely to feature a whole variety of improvements over the Model 2 original.

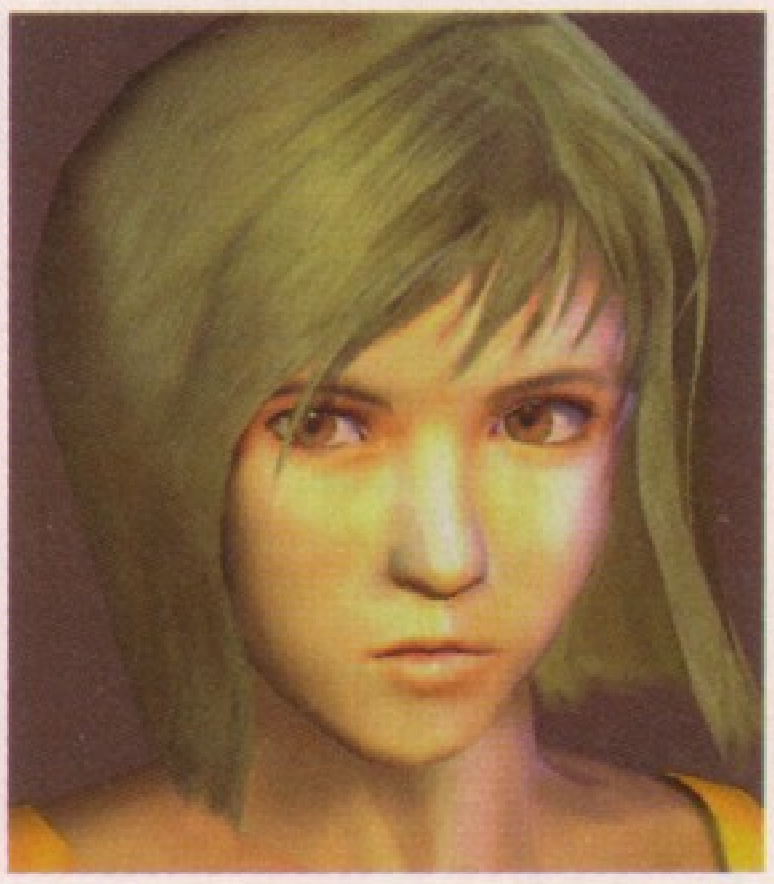
The House of the Dead 2 astounded members of the Japanese press and public alike!



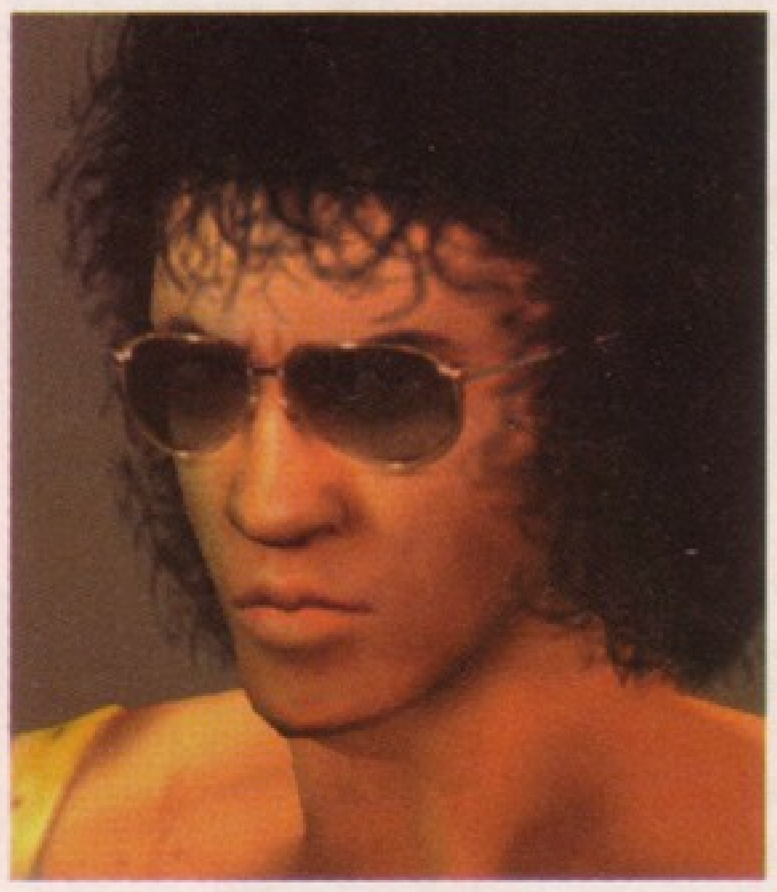
▲ Official artwork from Blood Bullet gives you a vague impression of what to expect.



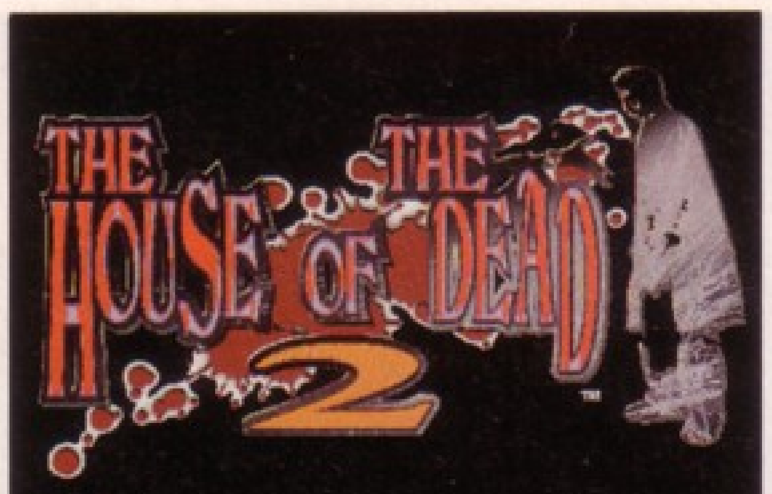
▲ The hero of Blood Bullet – Stick Breitling.



▲ The token female character, Linda Rotta(!)



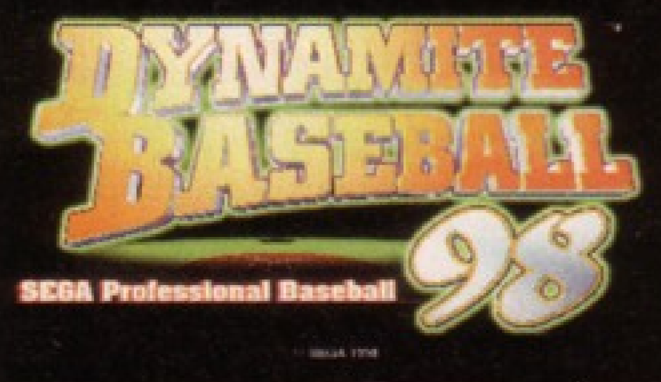
▲ Not sure who he is. Shaft maybe?



NAOMI SPECIFICATIONS

Does this look familiar? By golly it should! The Naomi specs are identical to the home Dreamcast's! The only difference is in the area of memory - the arcade board has twice as much. However, porting Naomi games to Dreamcast will be no problem whatsoever.

CPU: SH4 RISC CPU with 128-bit graphics engine (200MHz 360 MIPS/1.4 GFLOPS)
GRAPHICS ENGINE Power VR Second Generation
SOUND ENGINE: Super intelligent sound processor with 32-bit RISC CPU (64 channel ADPCM)
MAIN MEMORY: 32MB (64M-bit SD-RAM x 2)
GRAPHIC MEMORY: 16MB
MEDIA: ROM board
COLOUR: 16.77 million colours
CG: Bump-mapping, fog, alpha-blending, mip mapping, tri-linear filtering, anti-aliasing, environment mapping, spectacular effects
GAME PORT: Conforms to the current JAMMA Video Standard (JVS)
EXPANDABILITY: Planned to conform to CD-ROM (option)
OTHERS: Clock, etc.



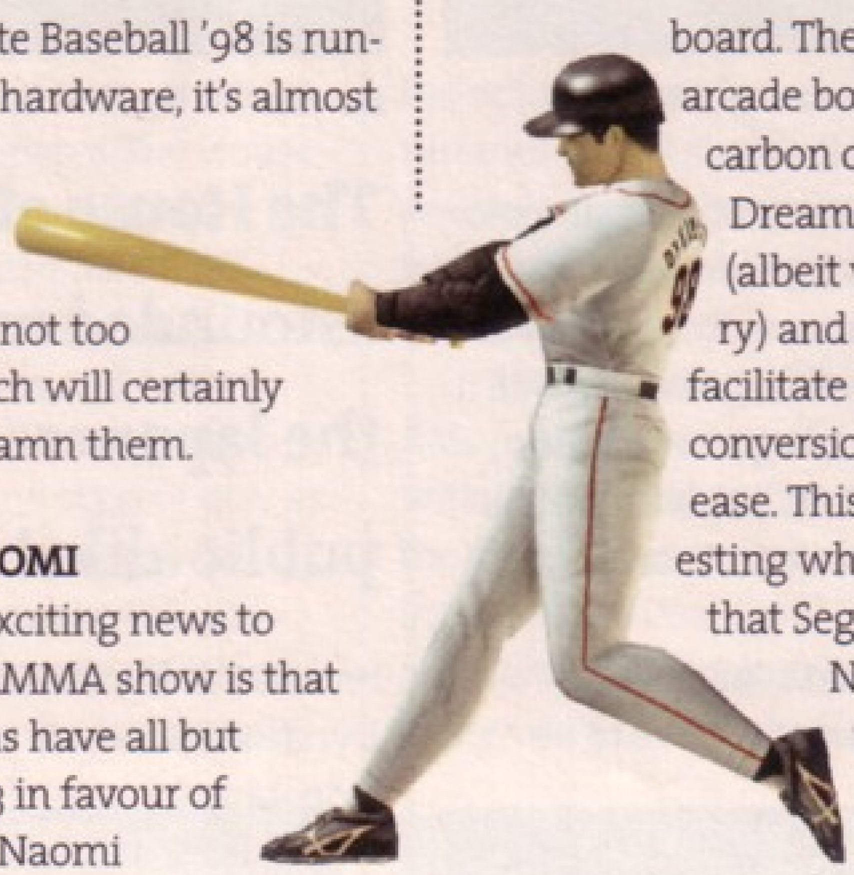






▲ Zombies don't just flash and disappear when shot in HotD 2. Oh no. They melt into a bubbling puddle of green sludge. Pretty cool, huh?

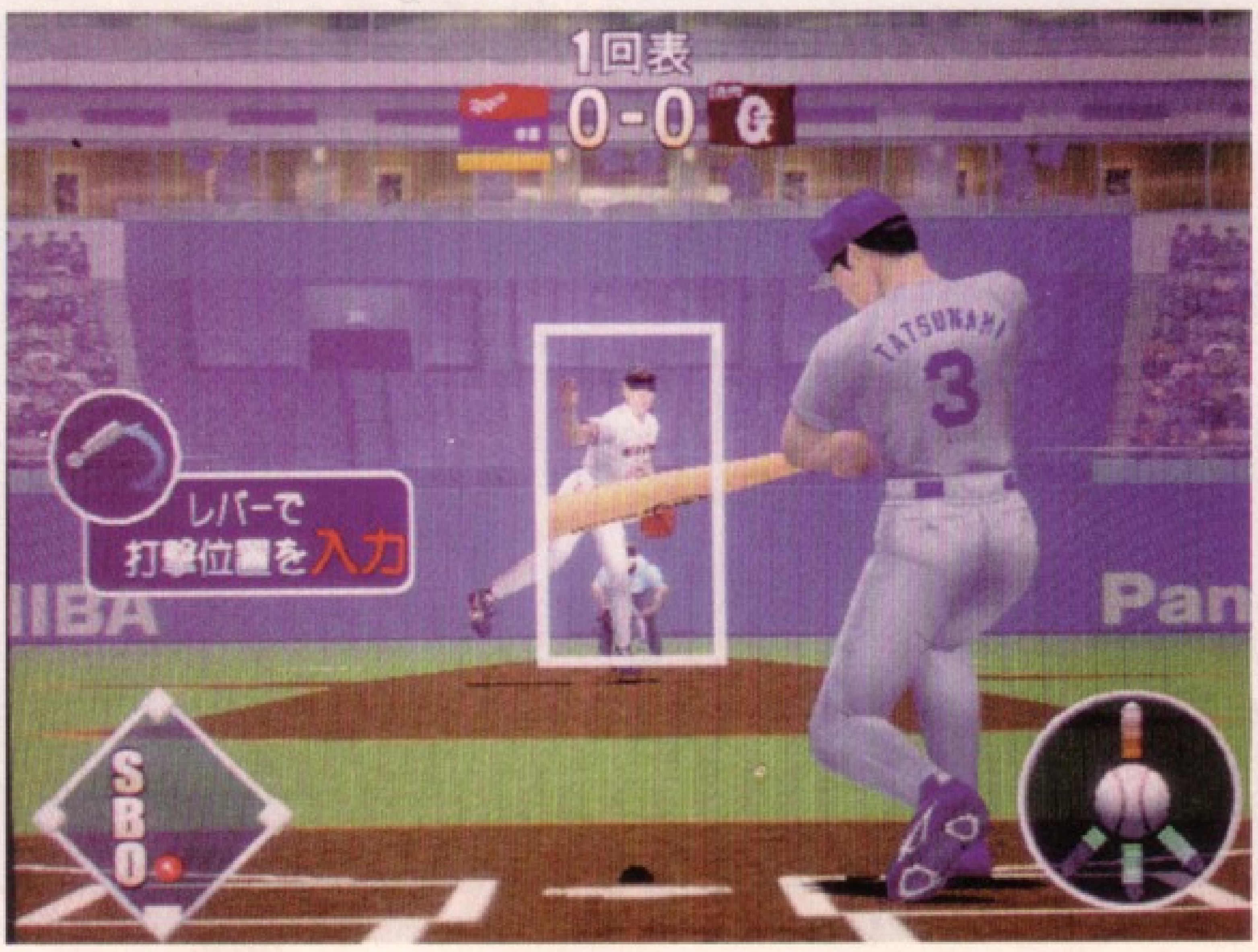
Given that Dynamite Baseball '98 is running on the Naomi hardware, it's almost certain that a Dreamcast conversion will be forthcoming in the not too distant future. Which will certainly please the Yanks. Damn them.



INTRODUCING NAOMI
Possibly the most exciting news to emerge from the JAMMA show is that Sega's R&D divisions have all but abandoned Model 3 in favour of the more powerful Naomi board. The newly developed arcade board is basically a carbon copy of the Dreamcast hardware (albeit with more memory) and as such should facilitate perfect Dreamcast conversions with relative ease. This is especially interesting when you consider that Sega is licensing the Naomi board to third party developers, meaning

There are already 20 software developers producing games for the Naomi board!

even more Dreamcast exclusive arcade conversions. According to Sega, around 20 software developers are producing games for the new arcade board, amongst them such reputed companies as Capcom, Jaleco, Treasure and Tecmo (see this issue for exclusive Dead or Alive 2 information and screenshots).



VMS COMPATIBLE
Also of note is that the much rumoured VMS compatability has come to fruition, with The House of the Dead 2, Blood Bullet: The House of the Dead side story, Dynamite Baseball '98 and all future Naomi titles being compatible with the nifty little device. The implications of this are huge - you'll be able to save game data from your Dreamcast onto the VMS, then upload the data onto Noami arcade machines, or vice versa.

We're expecting Naomi powered arcade machines to start appearing in Europe early next year. The House of the Dead 2 is the first of the bunch, with Blood Bullet and Dynamite Baseball '98 to follow. We can't wait! But obviously we're going to have to.

Bizarre Creations Reveals New Game!

Just as SSM went to press for the final time, we received word from Bizarre Creations that the firm is currently working on a SECOND Dreamcast project alongside the much-awaited Metropolis (see page 56).

According to Bizarre, Project Furballs is a uniquely styled cartoon action shooter, blending third person perspective shooting action with challenging puzzle gameplay! The eponymous Furballs themselves are in fact six cute animals all with nerves of steel. Each Furball has unique weaponry and skills needed to tackle the myriad levels.

The game hasn't been signed to a specific publisher at this time and is still only six months into development. It should be released in the second quarter of the year 2000.



Official Saturn Repairs

Picture the scene: you've just got hold of Deep Fear or Radiant Silvergun and you're gagging for to boot it up. But horror of horrors, your Saturn doesn't work any more! Aiee!

Despite being one of the most reliable consoles ever produced, it's a fact of life that even the mighty Saturn is capable of developing a fault. Should this happen, give Deith Leisure a call - Deith usually handles the distribution and maintenance of Sega's coin-op operations, but these days it also handles repair of all Sega home system from Game Gear and Pico through to the Saturn! Your machinery couldn't really be in better These guys are the official repair-smiths for Sega, so should the worst happen, call 0181 336 1300 and ask for Sue Dickson, who'll be more than happy to get your system set straight.

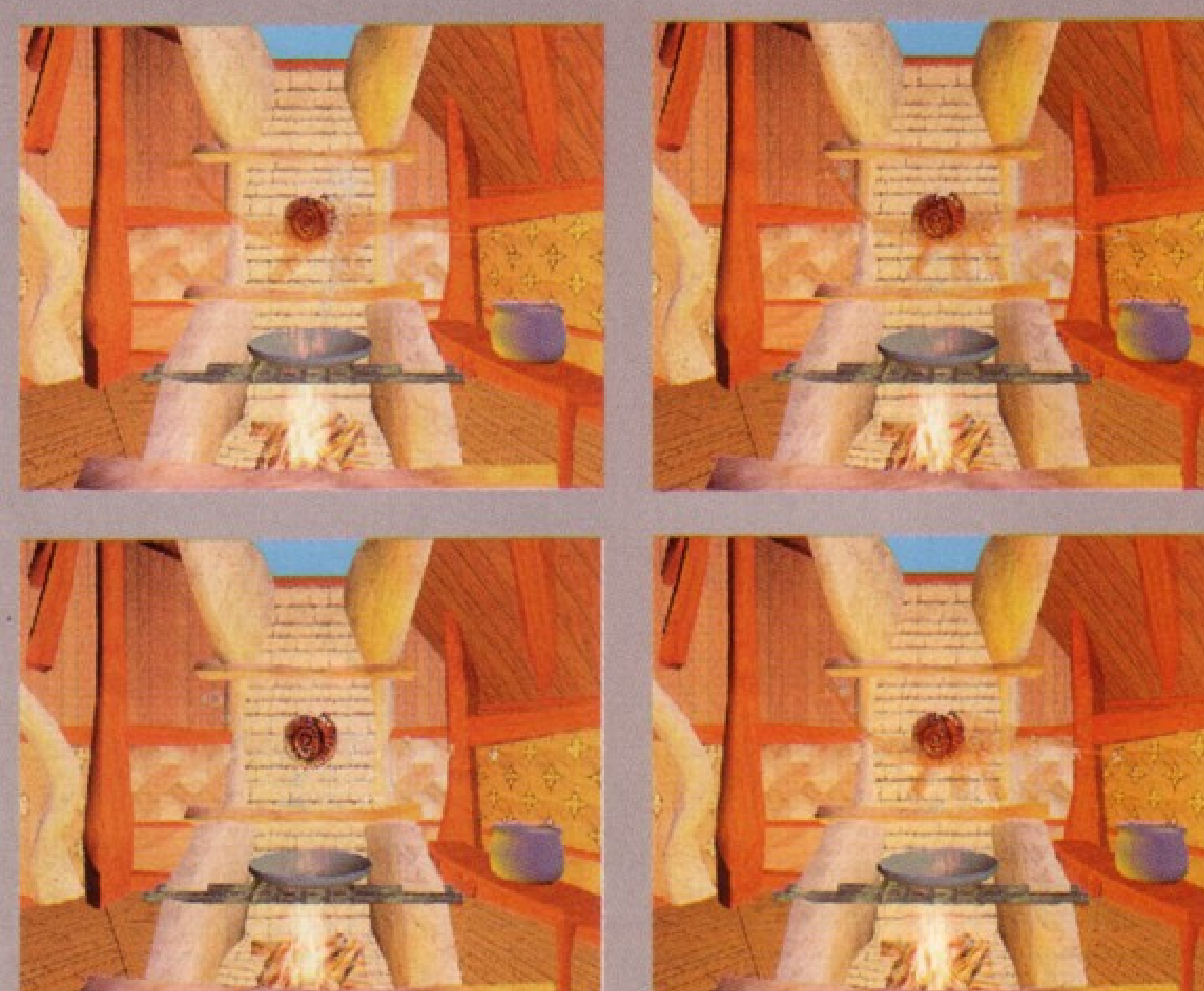
E3: Demos Exposed!

Exclusive images of Sega of America's E3 Dreamcast demos ■ Incredible custom hardware effects exposed and indeed explained! ■ Sonic's very first Dreamcast "appearance" revealed!

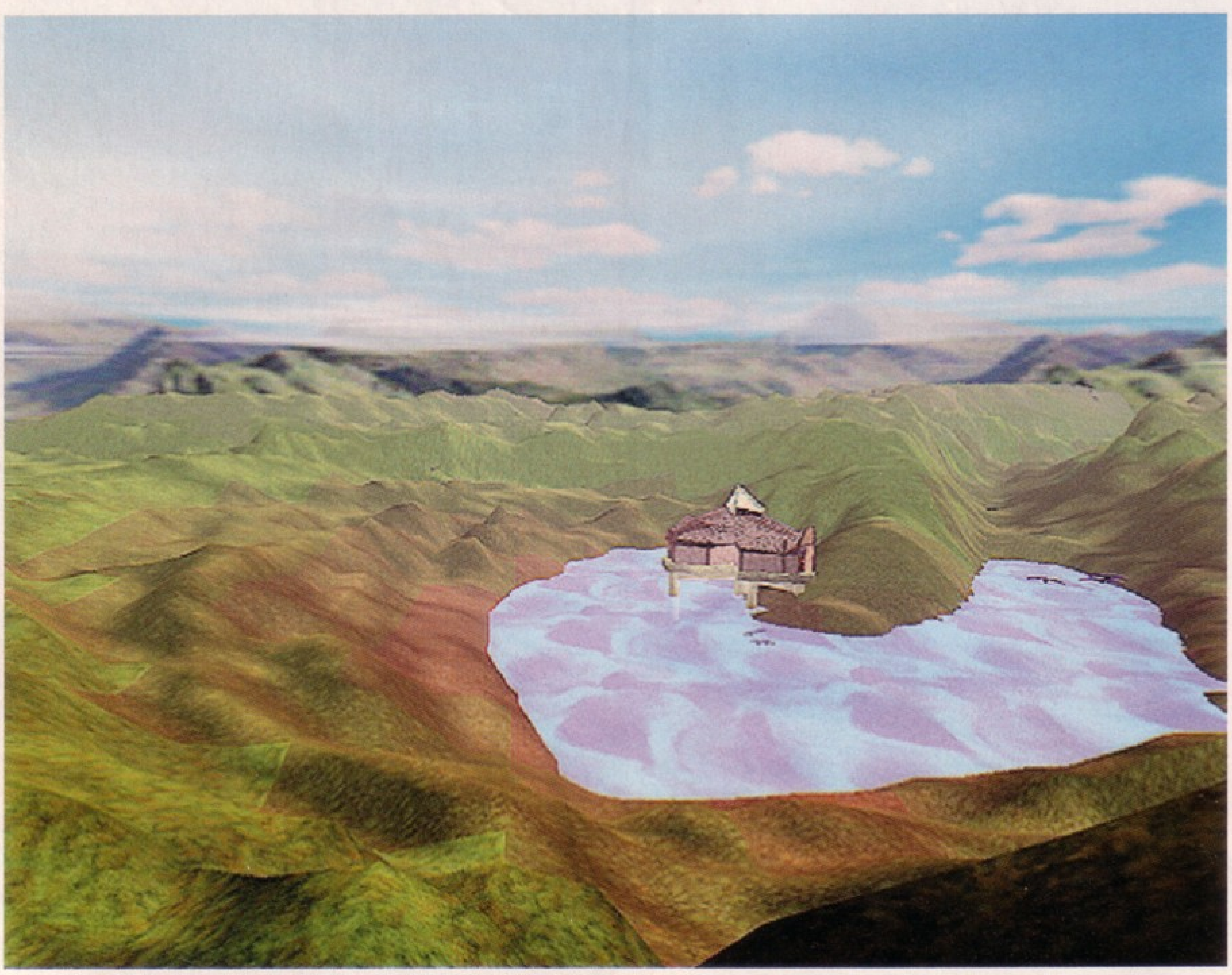
This month, SEGA SATURN MAGAZINE has managed to get hold of exclusive images of early Dreamcast technical demos, first sighted at the E3 show in May. Running on Set Two development kits (approximately 20% power of the finished machine), each of the four demos were created to demonstrate to prospective developers a specific aspect of the powerful Dreamcast hardware. Though not quite as impressive as the more recent European demos (or indeed actual games), the demos serve as an impressive indication of what to expect next Autumn. It's also a good series of demonstrations showing off the various technical capabilities of the PowerVR second generation 3D graphics chip that's at the heart of the Dreamcast (as well as the new Naomi arcade board). It took us a lot of effort to get these pics, so enjoy the whole damn lot of them!

THE ANIMATION DEMO

We find ourselves entering a room, with a blazing fire heating a stove, on top of which is cooking pot. The main focus here is on the particle system, which animated flames on the fire and the steam rising from the stove. With this demo you could see the scene in wire frame if you so chose, showing that the fire consisted of 200 polygons, all individually textured to look like fire - this wasn't just one polygon with a fire texture map. Additionally, as the water boiled in the pot, steam rose, and again this was all an intricately animated series of polygons! Remember that however cool you may think this demo is, it's running on the Set Two Dreamcast development kit, working at approximately 20% of the machine's full power!



▲ The particle effects on the stove form a dinosaur-like figure. Lovely jubbly!



▲ Pop-up? Clipping? We don't think so - this demo shows off the sheer 3D polygon-pushing power of the mighty Dreamcast!

THE POLYGONS DEMO

The first E3 Dreamcast demo depicted a lush 3D landscape next to a lake, with a boat house on stilts on the shore. The water was composed of thousands of undulating polygons, with stunning translucency effects. Beneath the water, pillars were rendered, distorting according to the movement of the water. The demo is then taken far up into the air, looking down through the cloud layer. You can see EVERYTHING here, there is no clipping, or fogging whatsoever. Conversely, you could also go under water, looking up to see the world viewed as it would be with the appropriate distortion effects, alpha-blending being used for the spectacular visuals.



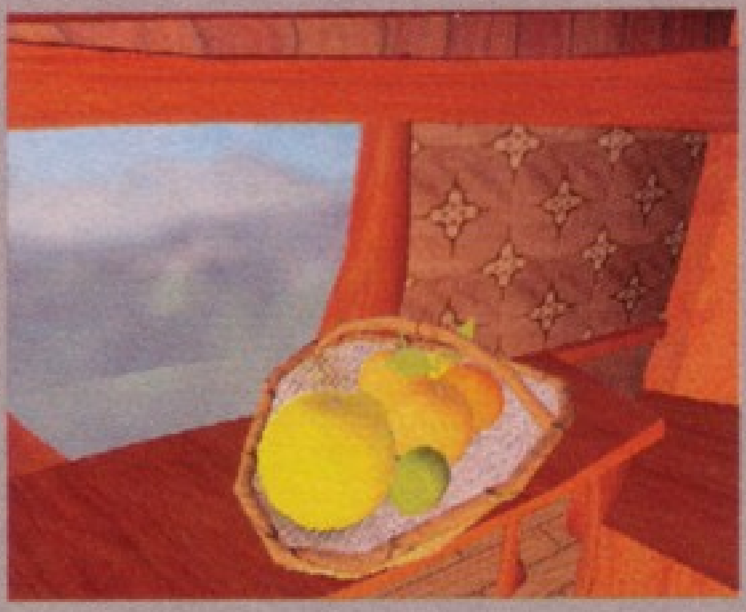
▲ Fogging as it should be used.

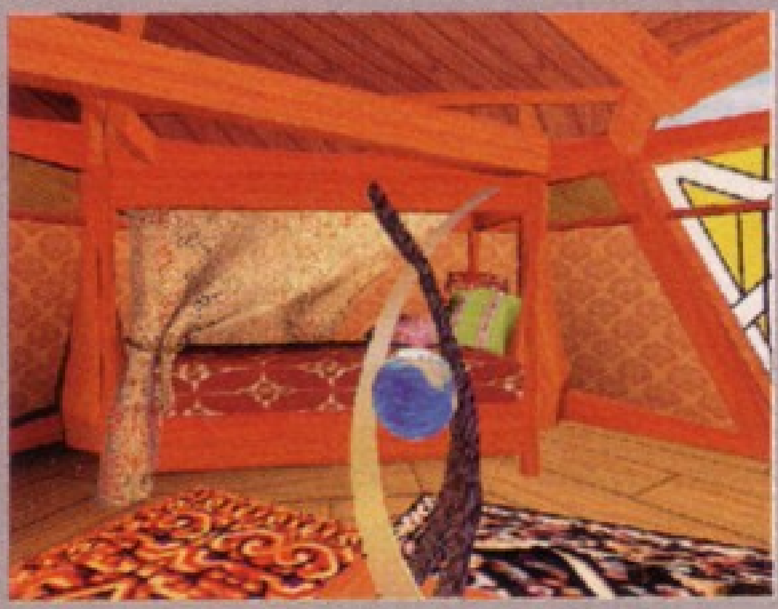
THE TEXTURES DEMO

The second demo takes us into a richly detailed room with a portrait of Sonic the Hedgehog on the wall. You could closely examine the walls of the room and the closer you got, the more detailed the wallpaper became, with none of the blurring which you get with the N64. The room also featured a wooden bunk bed, with ornately textured woodwork. After that you zoomed in on the lace drapes of the bed, the view altering to reveal that the entire room was still being rendered in addition to the stunningly detailed sheet. Also in this room was a bowl of fruit constructed out of 100,000 polygons per second, on a par with the PlayStation's top level of 3D performance... and this was just one detail in the overall room!











▲ We're certainly impressed by the quality of the texture maps, aren't you?



▲ The demo in wireframe mode.



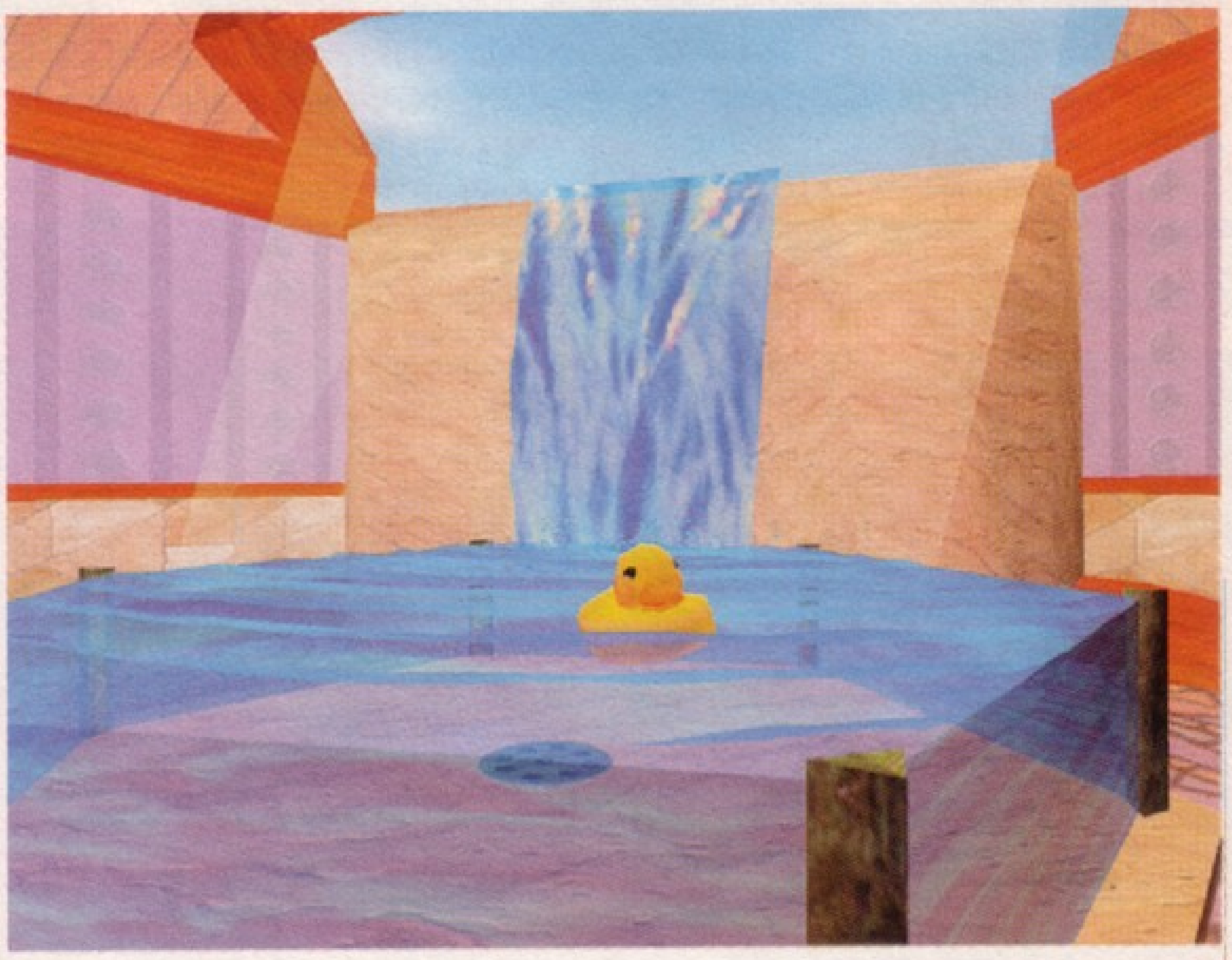
▲ Look! In the corner! It's Sonic!



▲ Zooming in on the wallpaper! Yowzers!

THE LIGHTING DEMO

The fourth Sega of America Dreamcast demo shown at E3 is of a room with a waterfall flowing into a basin. This is to illustrate the incredible light rendering powers of the Sega Dreamcast. Specular lighting is used to pick out the small waves on the water's surface, but the real highlight is the new, so-called Modifier Volume, which is a hardware technique that takes light and "hugs" it over an area of polygons. The main example here showed light coming in through the room's window, passing over the waterfall, lighting the floor and wall in succession - almost like a translucent drawbridge. The picture to the right should illustrate this quite well (even if it isn't the greatest picture on the lay-out you see before you).
The big news is that Dreamcast is the first 3D system to make use of this feature: not even the the top-spec arcade boards (Model 3, Cobra etc) of the day can do this!





Arcade Overload!

Sega's arcade excellence exposed ■ Two new Model 3 coin-ops revealed ■ Check out these incredible new images and exclusive information

It's fair to say that it was Sega's newly developed arcade variant of the Dreamcast hardware, Naomi, which hogged most of the limelight at the recent JAMMA Show in Tokyo. But there were a couple of incredible new Model 3: Step 2 coin-ops in Sega's sizable booth which managed to turn more than a few heads.

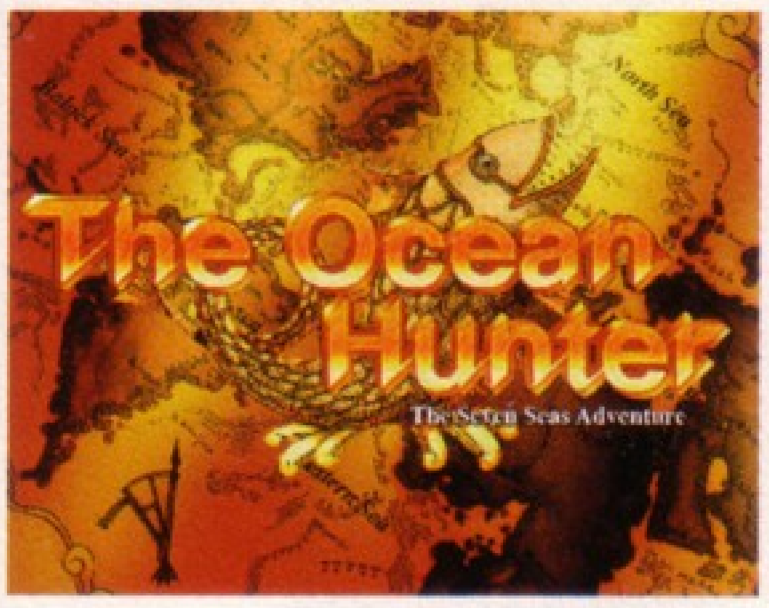
DIRT DEVILS

The first coin-op to be unveiled was AM3's incredible Dirt Devils. The game itself is an off-road racer, similar to Sega Rally but with the emphasis being on bumper-to-bumper racing action rather than ultra-realistic precision driving. Players are given the choice of five vehicles, Desert Buggy, Baja Bug, Toyota Racetruck, Euro-Prototype and HumVee, each of which differ in terms of power and manoeuvrability. The latter of these, HumVee, is also the sponsor of Dirt Devils, and so unsurprisingly is one of the best cars on offer. There are three tracks in total, from a simple off-road oval circuit to a junkyard figure of eight course and spectacular night-time circuit, which is said to feature incredible real-time light-sourcing effects. We'll be able to see for ourselves when the game is officially released in Europe towards the end of the year.

The Ocean Hunter is reported to have been one of the best coin-ops at the JAMMA Show.

THE OCEAN HUNTER - The Seven Seas Adventure

It may be a bit of a mouthful, but AM1's The Ocean Hunter - The Seven Seas Adventure, is reported to have been one of the most incredible coin-ops at the recent JAMMA Show in Tokyo. The game itself is a shoot 'em up from the creators of the incredible The House of the Dead coin-op, only this time the action takes place underwater. Players take on the role of one of two young adventurers hunting a giant squid that is reputed to have killed over 364 humans and sunken 11 ships. Whilst searching for the squid, players are attacked by innumerable man-eating sharks, squid, eels and other such marine life - and it's your job to blast them out of the water with the cabinet-mounted sub-machine guns! So if you're into the mindless slaughter of endangered species, check out your local arcades later this year for The Ocean Hunter!



▲ Erm... the title screen presumably.



▲ More underwater blasting action.



▲ There are plenty of different vehicles.





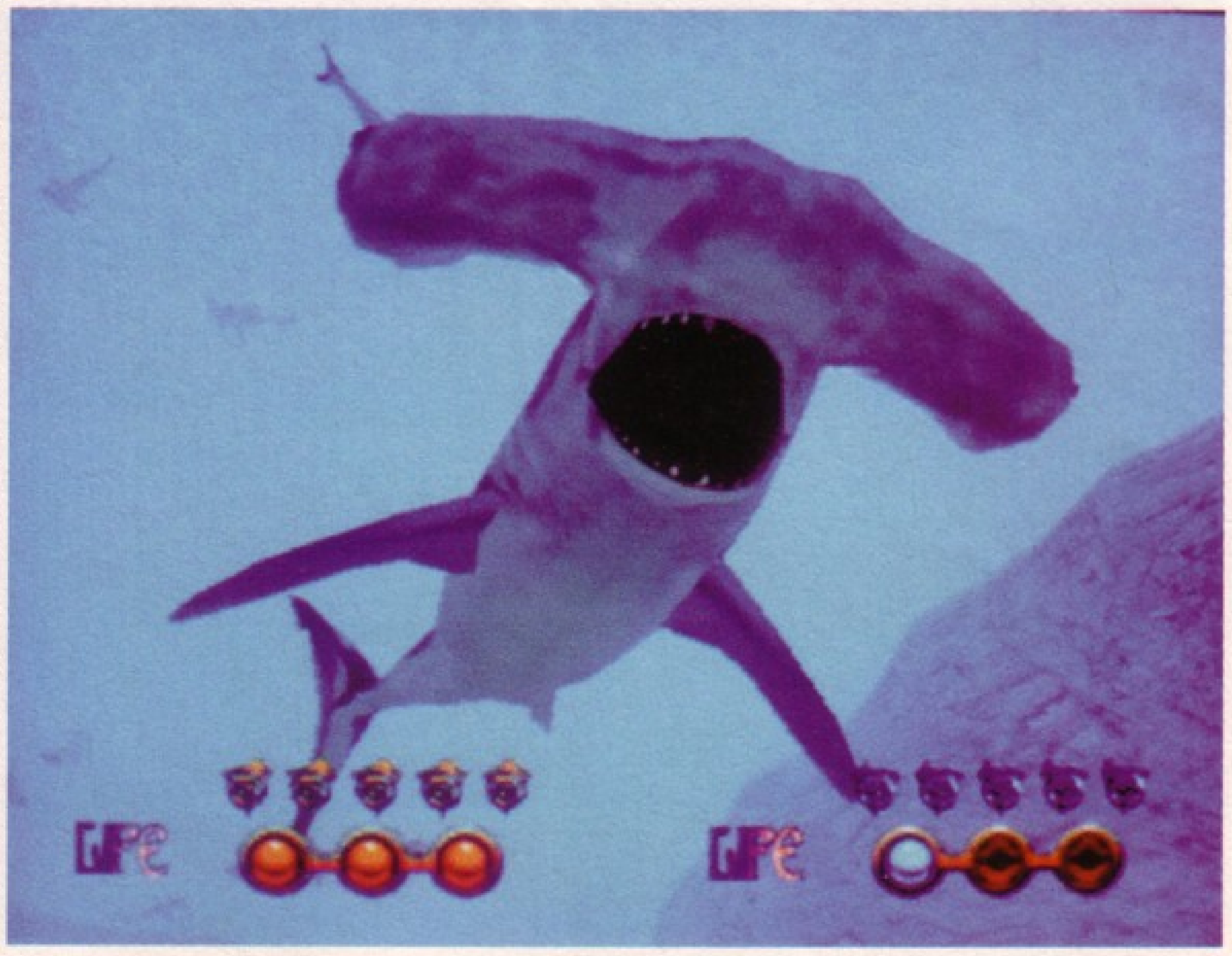
▲ The tracks are so huge that you can literally go anywhere you want. Cool.



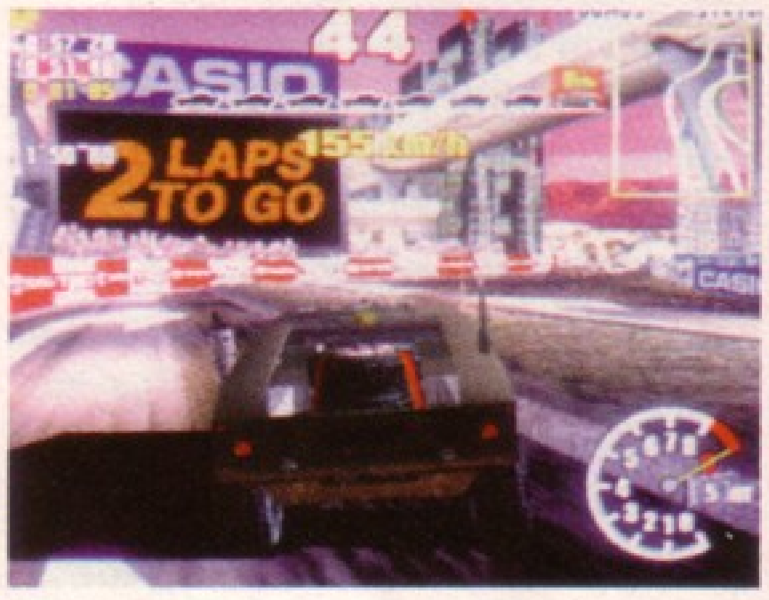
▲ The awesome HumVee vehicle.

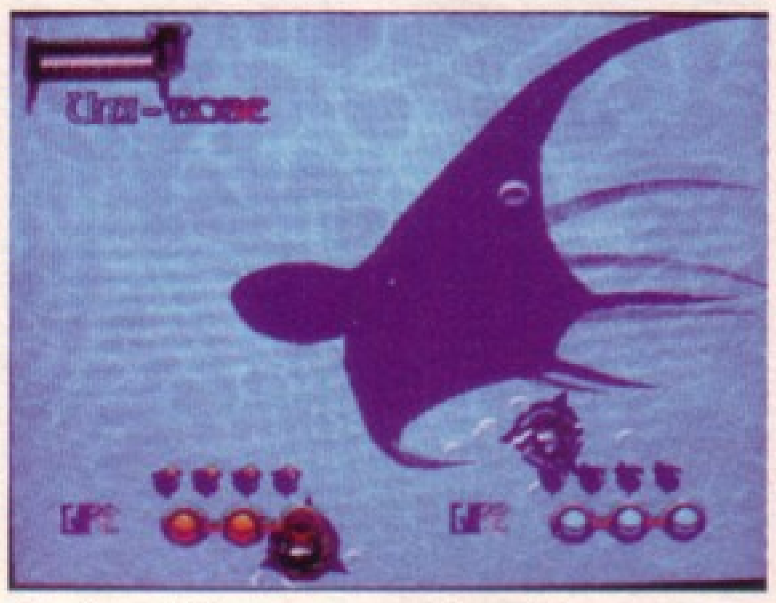


▲ A Dreamcast version would be cool.



▲ Blast the Hannerhead Shark with the cabinet mounted sub-machine guns!





▲ One of the enemy squid creatures.

GET YOUR ASS TO MARS (CONFECTIONARY)

Yup, you guessed it - it's that special time of year again when EMAP Images hosts the TWIX Junior Games Player of the Year tournament! There'll be Nintendo Official Magazine, PlayStation Plus and SEGA SATURN MAGAZINE challenges - our particular event concentrating on the splendid World League Soccer '98.

Defending his title will be last year's champion Alex Lieng. Says the d-pad daddio, "Being in the final last year was a great experience but winning was out of this world! I must admit it was a tad easy but this year I have a disadvantage - I'm hopeless at footie games - so it shouldn't be too hard to beat me. Winning Twix Gamesplayer of the Year made me the one to beat at school, it has changed my life in a big way..."



So it looks like the boy Lieng is looking at being taken down big time! But which of our video games warriors will do the dirty deed? Well in the absence of our magazine reporting the results, the only way you'll find out will be to get your ass down to the Virgin Megastore in Oxford Street, London on Saturday October 24.



▲ Can you beat Alex Lieng at World League Soccer '98? Then enter our cool Twix compo!

TWIX® A BREAK FROM THE NORM

FEATURE

Laid Bare!

In order to celebrate its recent Dead or Alive ++ coin-op, producers Tecmo arranged these "stimulating" renders of its stunning starlets! Get an eye-full of the babes then check out the first shots of Dead or Alive 2 running on the new Naomi arcade board... expect to see a perfect translation to Dreamcast!




DEAD or ALIVE

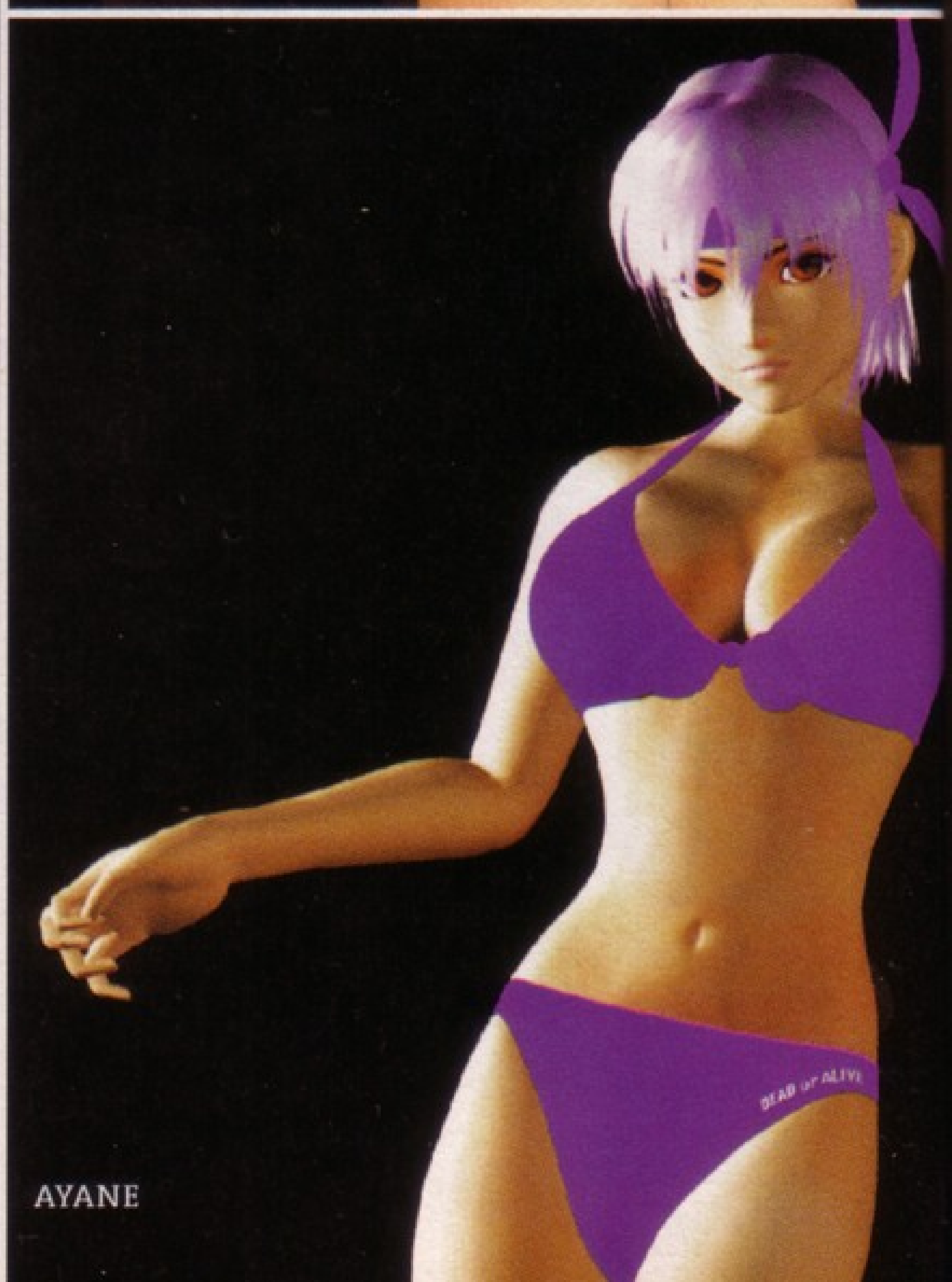




TINA



LEI-FANG



AYANE



DEAD OR ALIVE 2

Mini-Preview

If any one has any doubts about the sheer 3D power of Dreamcast, just remember this: the technology is being used in the arcades to follow up Model 3 Step 2. There'll be no Model 4... the new Naomi board essentially uses the same 3D chip and central processor - just the memory is increased.

A mega hit at the recent JAMMA show, Naomi and Dreamcast are the future - a sentiment shared by Tecmo, who revealed the first work on Dead or Alive 2 on the new coin-op board at the event. From what we can gather, Dead or Alive 2 features the same lightning fast gameplay as the original (but enhanced of course). However, Naomi allows for a visual fidelity even more refined than the Model 3 title Virtua Fighter 3! Take a look at these screenshots and revel in the fact that this is the EXACT SAME 3D technology that runs the Dreamcast!



▲ Ayane looks astounding with Naomi graphics!



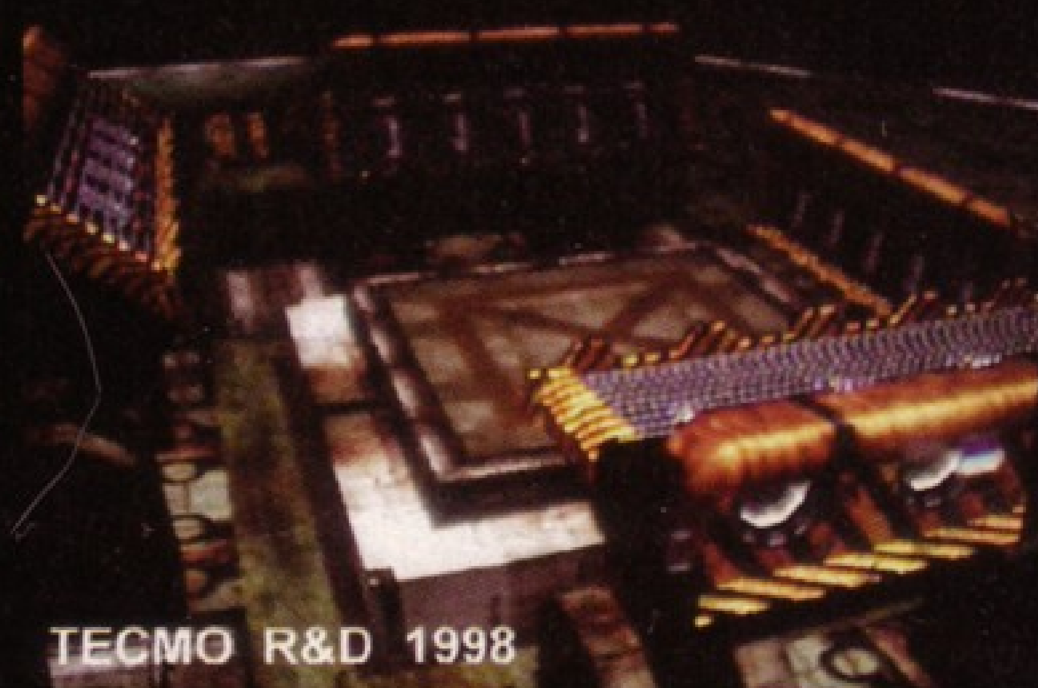
▲ Check out the detail on the background scenery!



▲ Dead or Alive 2 could well usurp Virtua Fighter 3!



▲ Remember, the same 3D hardware powers Dreamcast!



▲ An overhead look at one of the game's arenas.








GODZILLA
GENERATIONS









He's mean, he's green and size-wise he's quite obscene! It's time to reveal the latest work on Dreamcast Godzilla Generations! RICH LEADBETTER reports.

Remember when we first unveiled Godzilla Generations back in issue #35? It's hard to believe that it was only a couple of months ago that Sega of Japan revealed its first true, proper Dreamcast game. It was the first time we'd seen the 128-bit hardware in action on an actual game (as opposed to technology demos) and we were impressed.

Four weeks later, Yuji Naka revealed Sonic Adventure to us and we were forced to reappraise the Godzilla game. Yes, it still looked fairly cool, but next to the visual heaven that is Sonic Adventure, things started to be put into perspective. Maybe Godzilla Generations wasn't so cool.

Forget the past and rejoin us in the present. Sega has just released new game details and a raft of new super-quality screenshots showing a near complete rendition of the monster title. And suddenly we're beginning to get just a little bit more excited again!

With final Dreamcast development kits now in the hands of all key coders in the Land of the Rising Sun, we're beginning to get a much better idea of what the team at General Entertainment are up to. And guess what - Godzilla Generations is looking a lot better.

RAMPANT DESTRUCTION!

The latest screenshots reveal a new DESTROY meter which measures the amount of urban carnage you've indulged in during the >>

Hmmm... seems to us that Godzilla Generations will end up being a 128-bit version of the classic Midway coin-op Rampage... Fine by us!



▲ Sega and General Entertainment believe that these cityscapes will be instantly recognisable to the Japanese gaming public.





▲ Mecha-Godzilla gets busy causing mindless destruction!



▲ Laser beam eyes can cleave their way through cities easily!



The Tokyo Tower is just one of the world famous landmarks represented in the game!

BIG SCREEN MONSTER

This game isn't called Godzilla Generations for nothing you know! The game allows you to take control of several incarnations of the lizard-like behemoth, including the monster from the recent Hollywood version of Godzilla! The capabilities of each monster have yet to be revealed, but it's pretty obvious that taking control of the movie monster will be a completely different experience to say, controlling Mecha-Godzilla. Let's hope that there's some sort of appearance from cartoon comedy icon Godzooky...



game. Presumably the aim is to go for the 100% rating and lay waste to the entire cityscape. To achieve this end you can make use of any amount of Godzilla's various powers.

Of course, being a 30 storey high mutant lizard, he's inhumanly strong and is likely to cause maximum damage simply by walking over (or into) buildings. Fair enough. However, the mighty beast can also put his fiery breath to good use by razing the city to the ground.

NOT JUST GODZILLA!

The screenshots revealed to date show that there are many different beasts to terrorise Japan with. In this feature you can see the classic and new Hollywood movie renditions of Godzilla as well as his "Mecha" incarnation. It's believed that more beasts are also controllable... however, their identities remain shrouded in mystery at this time.

DEFEND YOURSELF

You can't just expect Godzilla to roam the cities unchecked, causing utter mayhem! In the game, the monster finds himself at the receiving end of aggravation from the G-Force - Japan's elite defence



▲ A look of bewilderment on the monster here.



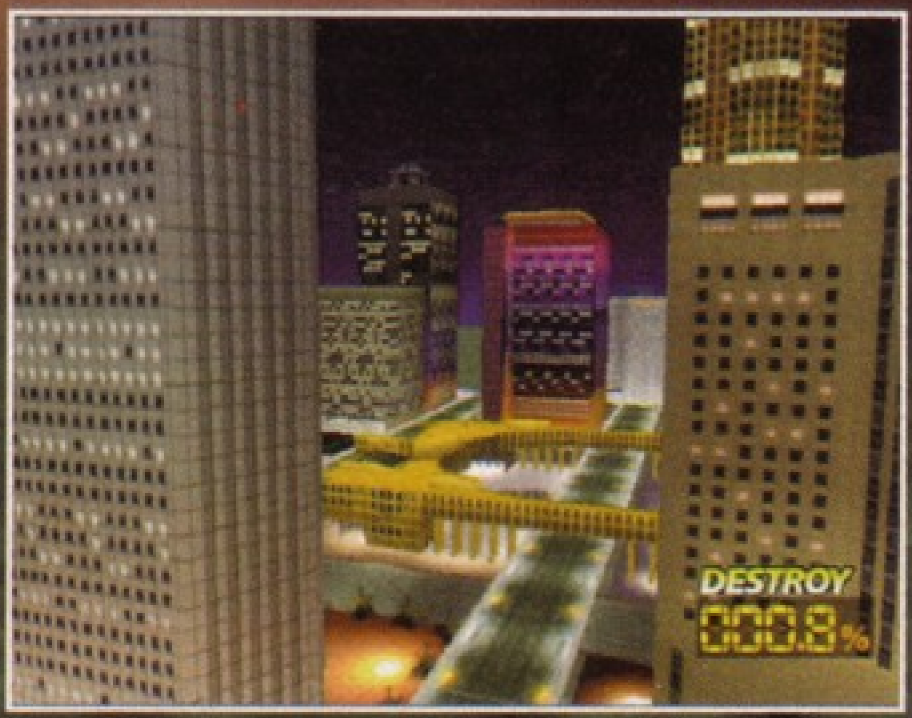
▲ Yes very pretty indeed, we're sure! Destroy it!



▲ Okay, so the cars aren't mega-detailed, but what the hey?

REAL LIFE CITIES

Part of the big charm with Godzilla Generations (for the Japanese at least!) is that players are able to take control of their monster and lay waste to real life cities. The lads and lasses at General Entertainment have taken great pains to replicate the urban environments quite meticulously. The pics shown here reveal their interpretations of the Shinjuku area in Japan. Being Japanese, we're obviously not the best people to judge whether these cities are a good enough representation, but we'll enjoying demolishing them none the less!







Despite not using anywhere near the full potential of the Dreamcast hardware, Godzilla Generations still looks most promising indeed!

THE URBAN JUNGLE

General Entertainment has clearly concentrated on the quality of their cityscapes and their monsters, but adding to the overall atmosphere is the sheer amount of detail employed in the environments. This picture shows that the firm is keen on adding in plenty of moving objects for Godzilla to crush underfoot. The cars, trucks and buses look decidedly lacking in detail compared to the monsters, but this shouldn't really affect the enjoyment of the game itself - they're just there as the Godzilla equivalent of cannon fodder. Besides, the military hardware employed against you looks far more impressive.



forces. All manner of way-out military weapons designs are realised in the game, and all of them are gunning for 'Zilla's scaly ass!

The question also remains... what part do Godzilla's enemies play in the game. From what we've gathered so far, this game looks like a 3D rendition of the classic Rampage coin-op. Will we get to see the likes of Mothra rearing their particularly ugly heads in Godzilla Generations? Or do you just get to control them as an alternative to Godzilla himself?




▲ A nice close-up of Mecha Godzilla's crotch (right). Only on Dreamcast!

TOO MANY QUESTIONS

Questions... questions... questions... So many remain over what Godzilla Generations is actually about and whether it'll stand up in a line-up consisting of Sega Rally 2, Sonic Adventure and Virtua Fighter 3. Expect some answers from the Tokyo Game Show on October 8 and indeed Sega's own New Challenge Conference Part Two, which takes place a few days beforehand. Regardless, this game is now looking very cool indeed, and despite it being just a first generation Dreamcast title, it should stand out as a fine game. After all, General Entertainment's staff includes team members behind the likes of NiGHTS, Sega Rally and Panzer Dragoon... a decent seal of quality if ever there was one.

GENERAL-LY BUSY

Godzilla Generations is being put together by a team that regular readers of SEGA SATURN MAGAZINE should remember. Despite being a fairly new company, these coders are in the thick of all Dreamcast development, having programmed the Godzilla VMS game. However, more significantly, the team is also busy programming the race game Pen Pen TriIcelon, which debuts with the launch of the Dreamcast on November 27 in Japan. Expect to see some level of cross-over between the Dreamcast Generations title and the VMS. Plug in your green 'Zilla VMS during play and according to General Entertainment, you should see the difference...




Massive levels of destruction is exactly what this game is all about. But will it have enough depth?




WARNING
RESTRICTED AREA
警告


LOVE TARGET
HASSY
INSPIRATION

BLUE STINGER
ブルー スティンガー

Third party Dreamcast games are coming thick and fast now. The latest and possibly greatest of these is Blue Stinger, a real-time Resident Evil clone from the creators of Dark Savior. LEE NUTTER reports.



Boasting a gripping plot, incredible visuals and enormous monsters, Blue Stinger is shaping up to be the must-have title of this year!





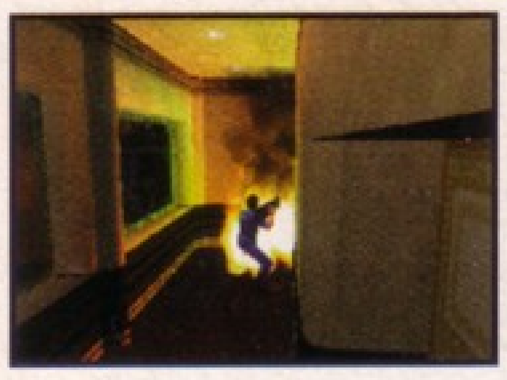




As we exclusively revealed in the previous issue of SEGA SATURN MAGAZINE, Capcom is poised to make a huge announcement any day now regarding its forthcoming Biohazard game (Resident Evil for the European gamer) for the Dreamcast. Being enormous fans of Capcom's classic horror titles, we have to admit that the prospect of a Dreamcast version gets us very excited indeed. Think about it - enormous 3D environments to explore, zombies so detailed they actually grimace when shot, no irritating loading times between scenes.... it's gonna be awesome! The problem is though, Dreamcast Biohazard is probably at least another year away.



Into the fray steps Climax Graphics' stunning Blue Stinger, an incredible new action/adventure title for Dreamcast which has the potential to steal Capcom's thunder. Boasting a gripping B-movie storyline, incredible visuals and enormous screen-filling monsters, it's shaping

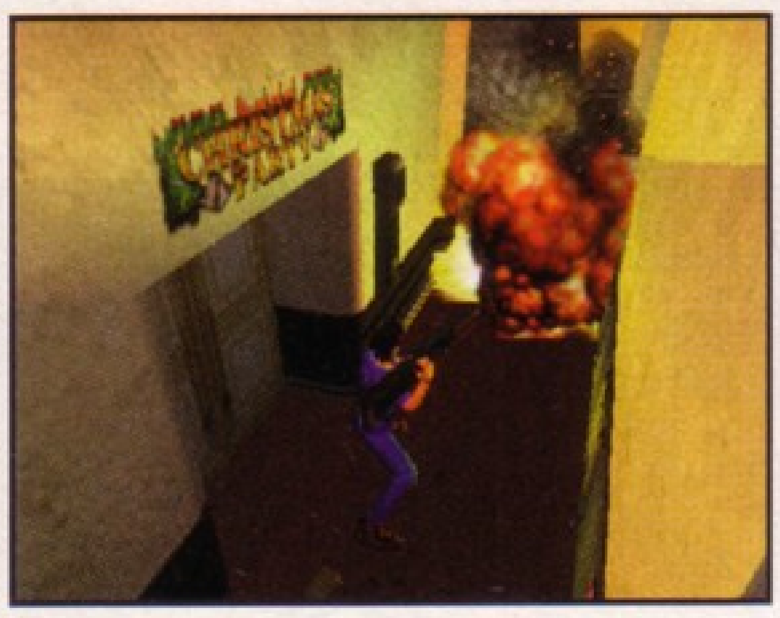


▲ Success in Blue Stinger is determined by how well you get to grips with the various weapons.









▲ It looks a bit like the mansion from the original Resident Evil, doesn't it?







▲ There's plenty of free advertising for Sega.

» up to be one of the must-have titles of this year. A tentative release date of Winter '98 (in Japan) has now been pencilled in, with the 18 staff at Climax Graphics (all men - they claim women would only distract them from their work!) working around the clock to ensure the game is ready on time. We can't wait!

THE STORYLINE

Picture the scene. The year is 2000, the start of the new millennium. An enormous earthquake rips through the heart of Mexico, devastating the entire region. As the good citizens of Mexico struggle to rebuild their shattered lives, a small island off the Yucatan Peninsula emerges from beneath the rubble, which the authorities decide to name 'Dinosaur Island'. The US and Mexican governments launch a cooperative investigation to learn more about this mysterious island, sending an elite team of geologists to study the island's features. The team never return and their findings remain unknown. The joint governments deploy a second team of biologists to uncover the secrets of Dinosaur Island, but they are to suffer the same fate as the team before them. In light of the disappearance of the two investigative teams, the respective governments decide to publicly abandon the research project and the whole unfortunate incident is soon forgotten.



▲ From what we've seen at this early stage in development, Blue Stinger looks sure to be a massive success!





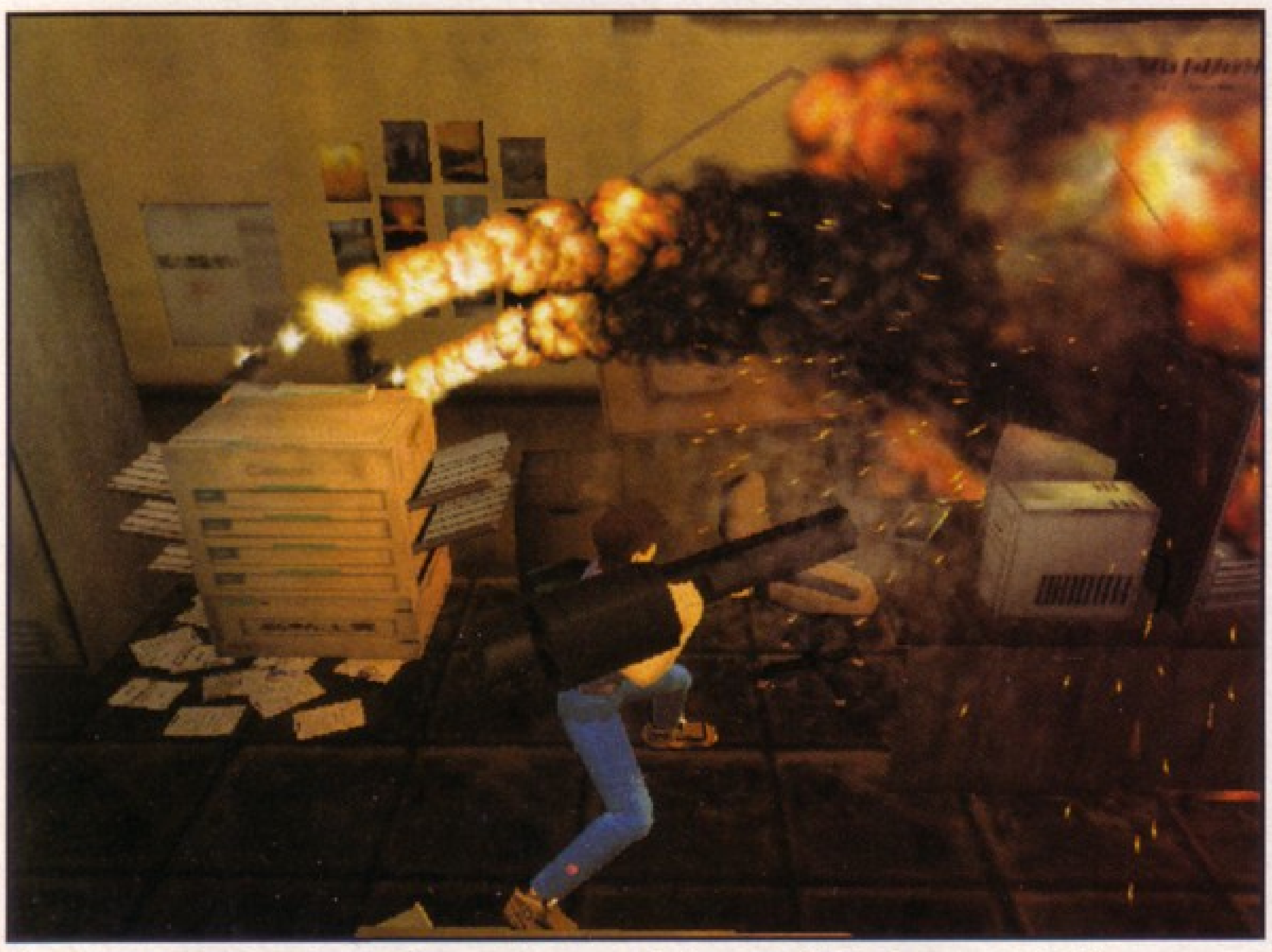
▲ Imagine this running in hi-res and at 60 fps... it's gonna be awesome!

The year is now 2018 and all is not well in the Yucatan Peninsula. It would appear that investigations into Dinosaur Island have been secretly carried out over the last 17 years. In fact, the number of investigators on the island is so large that the authorities even created a small self-sustaining town on the island to house all of the staff. But their quiet life came to an abrupt end when strange creatures began to invade their town. Clearly there is more to Dinosaur Island than what was first thought....

I WANNA LIVE ON DINOSAUR ISLAND

Despite releasing a deluge of mightily impressive Blue Stinger

It's only when you see the game running in all its hi-res, 60 fps glory that you realise what an incredible leap forward Blue Stinger is.



▲ Pictured above is the napalm gun, just one of the many hi-tech weapons of offer.



▲ Sparks ricochet off the wall as you blast a monster with the shotgun. Pretty cool, eh?

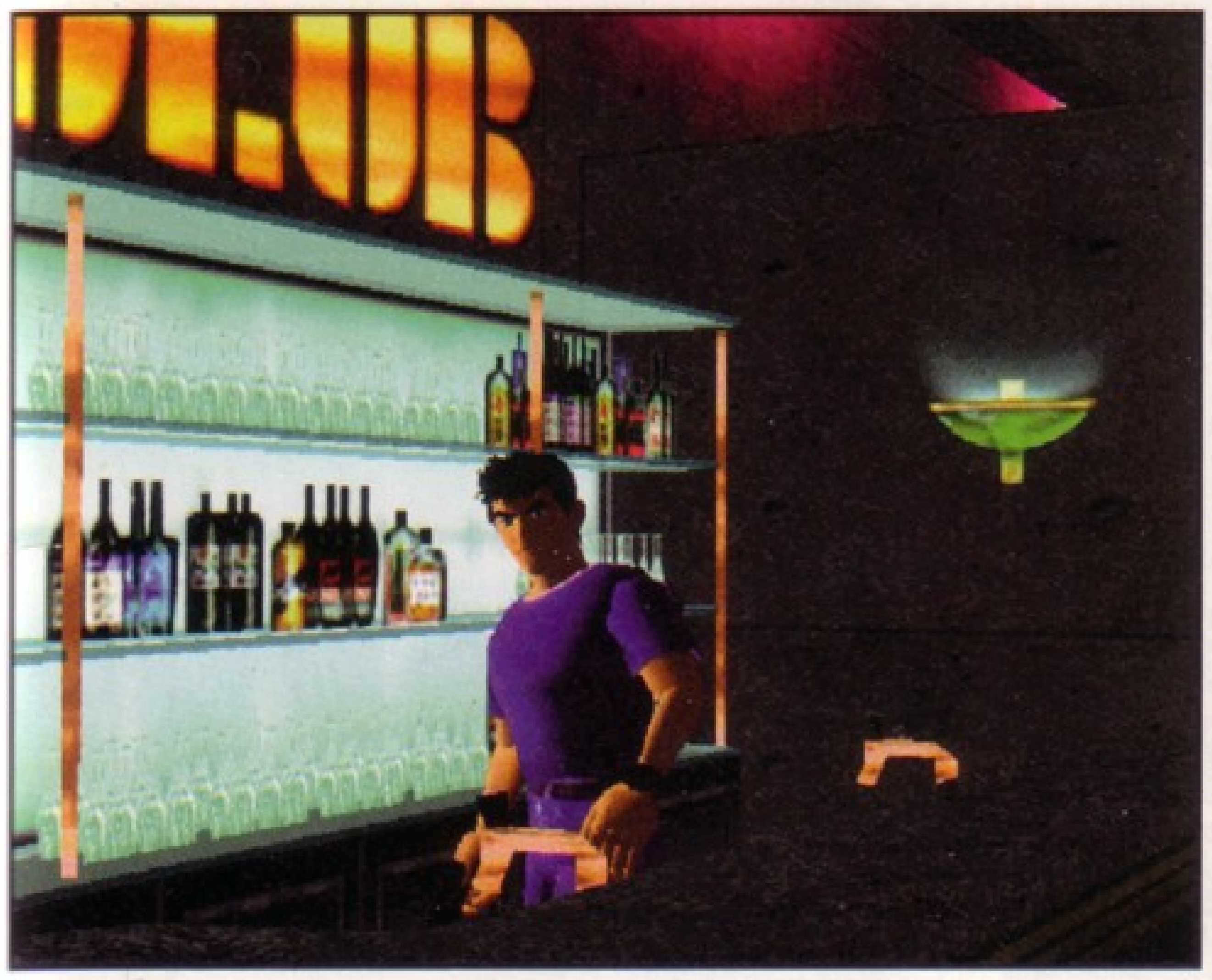




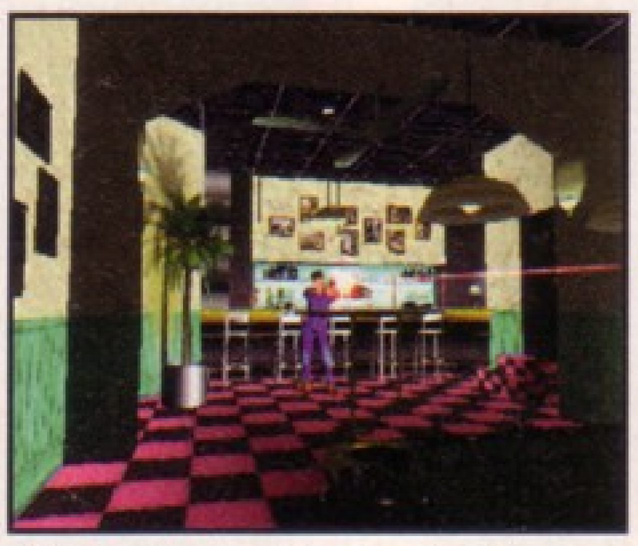
screenshots, Climax Graphics has remained very secretive about the actual nature of the gameplay. But here's what we've managed to uncover so far - the game is best described as an action/adventure title, similar to Capcom's Resident Evil series of games. Players take on the role of Eliot G Ballade, an ambitious young member of the ESER (Especial Sea Rescue) and go off in search off answer to the many questions surrounding the sudden appearance of the mysterious creatures on Dinosaur Island. From here the gameplay is basically broken down into three major components, exploration, battle and puzzle solving.

The exploration element of Blue Stinger is one of the aspects of the game the developer is most proud of. Climax Graphics has exploited the unparalleled polygon processing capabilities of the Dreamcast hardware to create an enormous and life-like 3D environment for players to explore. Shops, banks, arcades, hairdressers, restaurants, amusement centres, a night club, offices and a cinema are just a handful of the locations to explore. But unlike Resident Evil, where one location is linked to another in a very linear fashion, Blue Stinger gives players the full freedom to explore wherever they want, whenever they want.

Whilst exploring the vast environment, it's likely that you'll come across one of the innumerable monsters that have come to exist on »







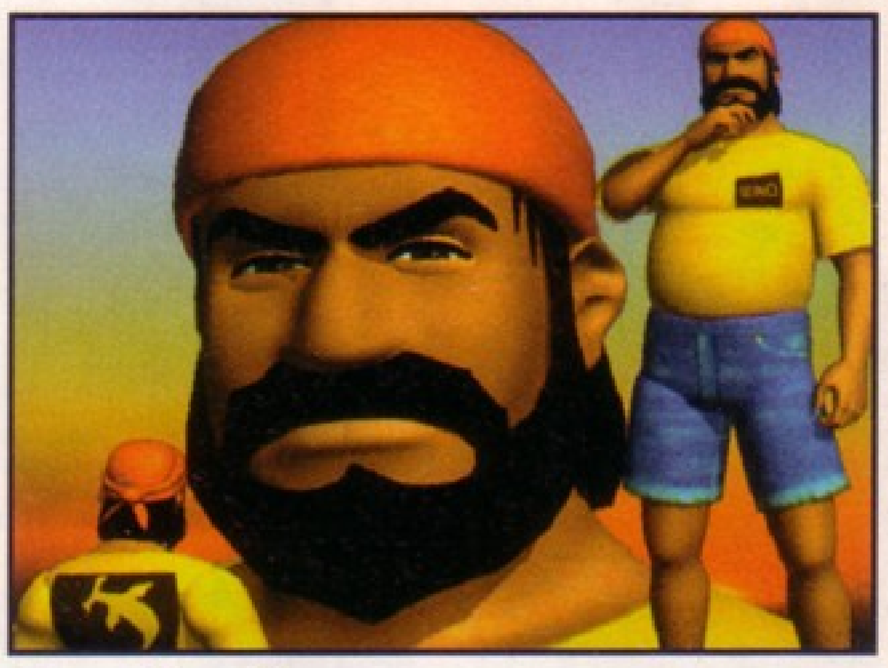
▲ Though relatively little is known about Blue Stinger, there's already an incredible amount of excitement on the internet about the game.

CHARACTERS

Blue Stinger has four main characters who come together to find out the secrets of Dinosaur Island. Each have different abilities which come into play at different points in the game.



Name: Eliot G Ballade
Age: 28
Sex: Male
Eliot is described by Climax Graphics as the hero of the game. He's a hot-blooded member of the ESER, enthusiastic and dedicated to his job as a rescue official, though he is know to have a troublesome personality.



Name: Dogs Bower
Age: 43
Sex: Male
Dogs is the captain of a transportation ferryboat which links Dinosaur Island to the mainland. Before he came to work on the ferryboat, Dogs was a serviceman involved in the original investigations into the island.



Name: Janine King
Age: 24
Sex: Female
Janine was formerly a member of the ESER, recruited at the tender age of 16. She is now involved with the investigations into the island, working at the Dinosaur Island branch office of Kimura Security and Guards.



Name: Neffilim
Age: Unknown
Sex: Female
After a strange event which occurred on Dinosaur Island involving Eliot, a mysterious creature began to follow to him around. The creature's name is Nefflin, though very little else is known about it or its relation to Eliot.



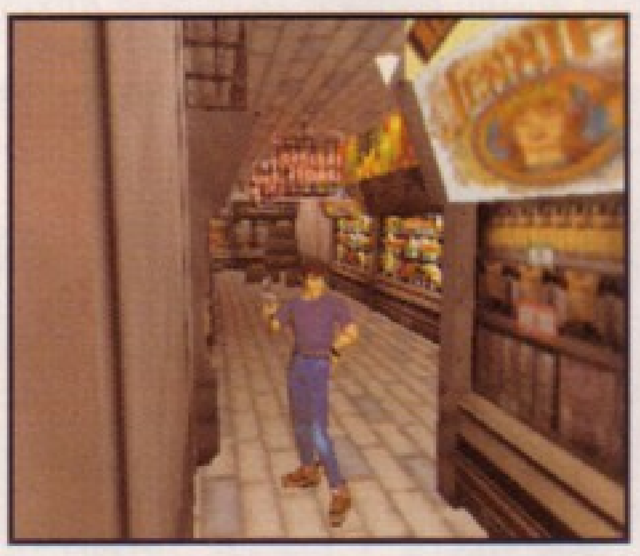


▲ Blue Stinger is best described as Resident Evil in real-time... only far, far better!



Dinosaur Island as a result of the earthquake 17 years previously. Your success from here is dictated by the weapons you've managed to locate and your ability to select the right one for the task at hand. So for example, the shotgun has a wide pellet dispersal and so is great at taking out the smaller monsters at close range, but is relatively ineffective at disposing of the bigger monsters. The more hi-tech weapons however, such as the bazooka, napalm gun, laser gun, plasma rifle, electric gun and mystical energy sword (almost like a light sabre), are each capable of wreaking massive carnage, but also have their own limitations.

However, it's important to remember that there's far more to Blue Stinger than all-out blasting action. There's a vast puzzle-solving element to the game, requiring brains rather than balls-out bravado to succeed. This is generally thought to follow in the pattern of Resident Evil, with puzzles involving locating certain items, unearthing clues and pulling levers to activate elevators and so on.





▲ Each of the locations are incredibly detailed and realistic.



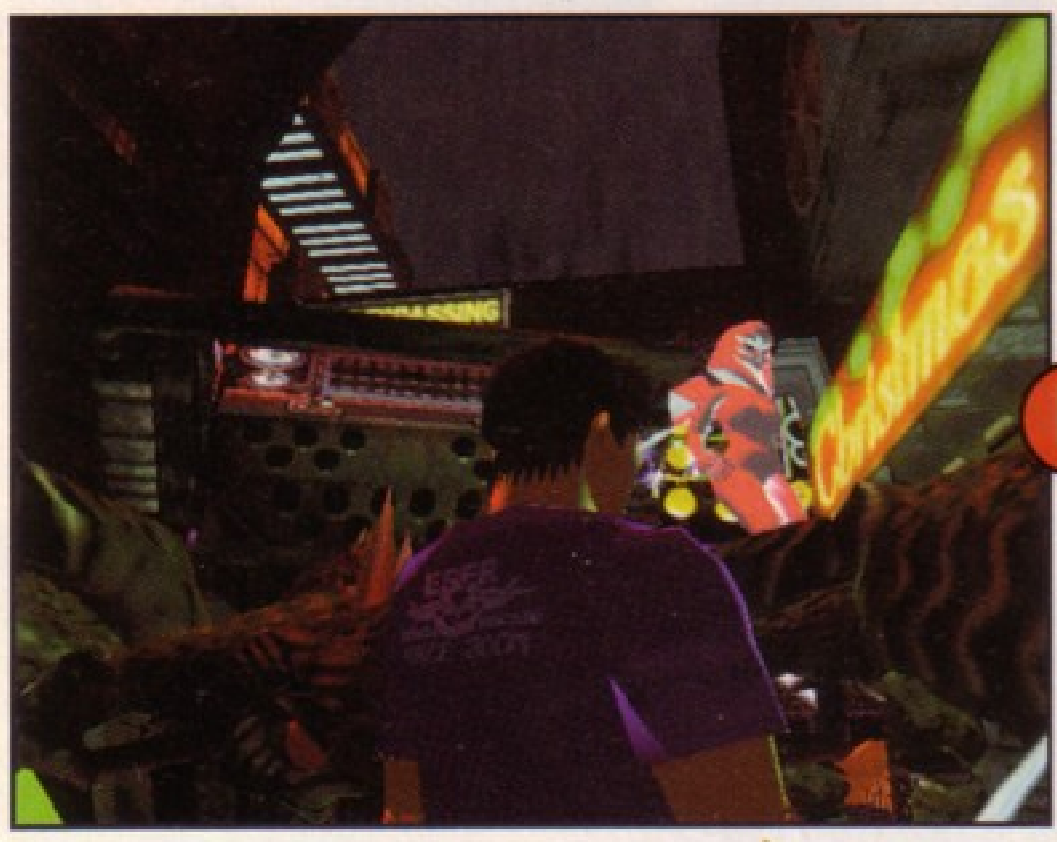
EYE CANDY

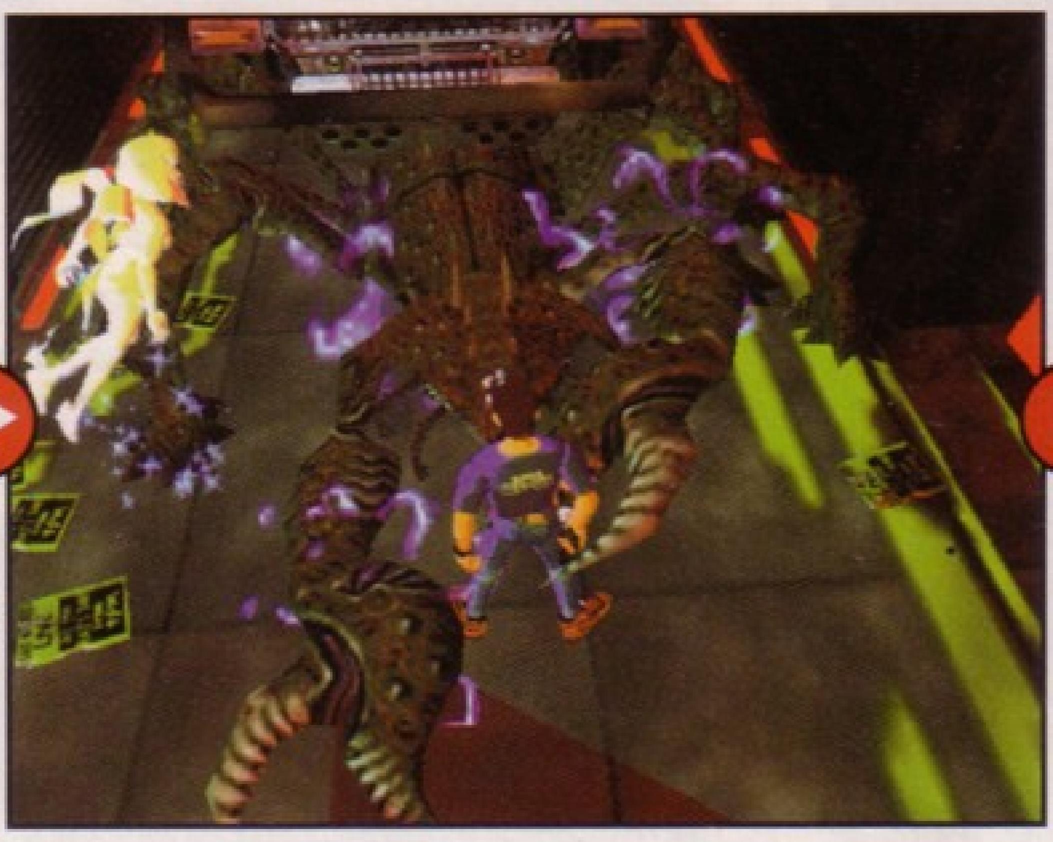
Clearly the focal point of Blue Stinger are the fantastic visuals. Climax Graphics is working tirelessly to create a visually impressive and realistic 3D environment for players to explore, hence the unparalleled level of detail lavished upon the game. There are billboard posters on the walls, graffiti in the toilet and neon shop signs all along the streets. Everywhere you look (and that includes the floor and the ceiling) there's always a rich level of detail in everything you see.

Now if this wasn't enough to encourage the sentence 'Bloody hell, that's amazing!' to blurt out of your mouth, maybe these little tidbits of information will. Unlike Resident Evil and its ilk, where the environments are pre-rendered and take an age to load up, everything you see in Blue Stinger is generated in real-time. All the more impressive when you consider that the game is running in ultra-high resolution and at a rock-solid 60 frames per second! Only Dreamcast can do this.

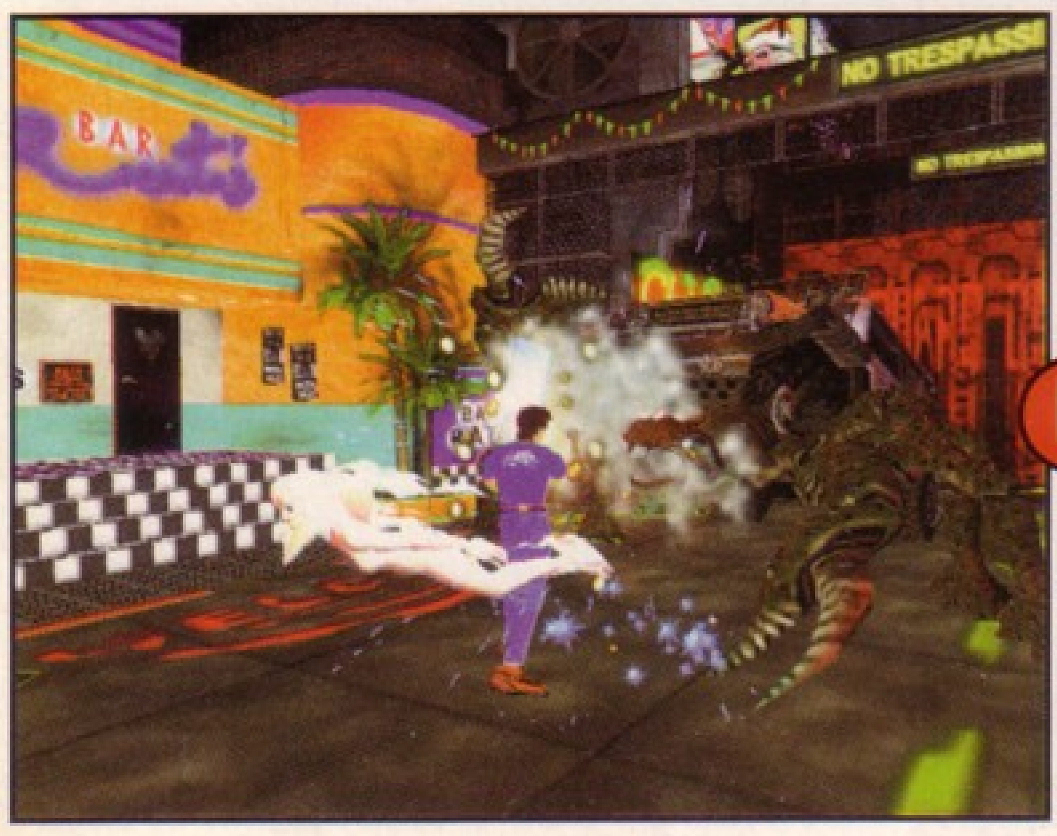
HOLLYWOOD CREDENTIALS

With the Dreamcast hardware being sufficiently powerful to produce movie-quality audio and visuals, it's hardly surprising that Climax Graphics is recruiting top Hollywood talent to work behind the scenes on its forthcoming action/adventure title. According to



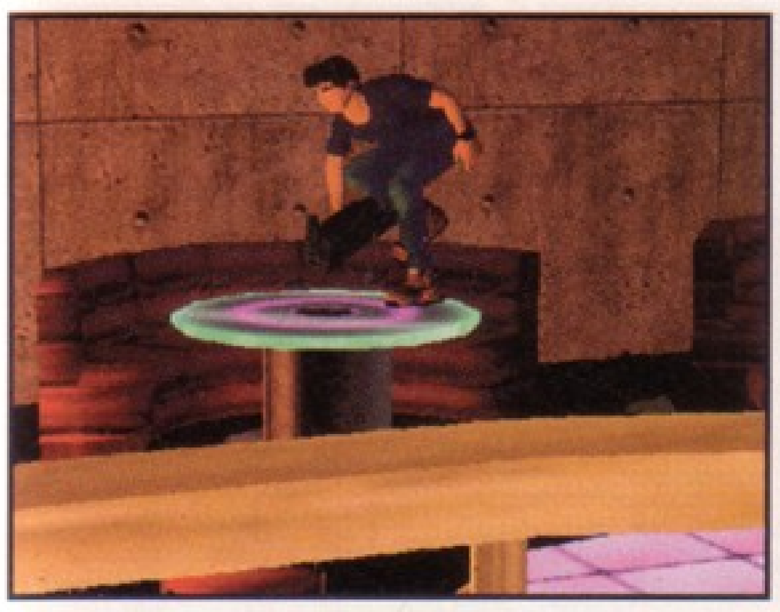




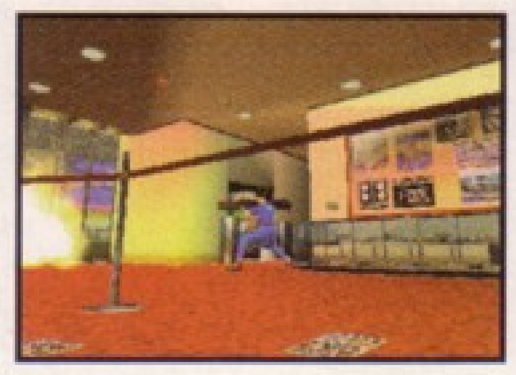










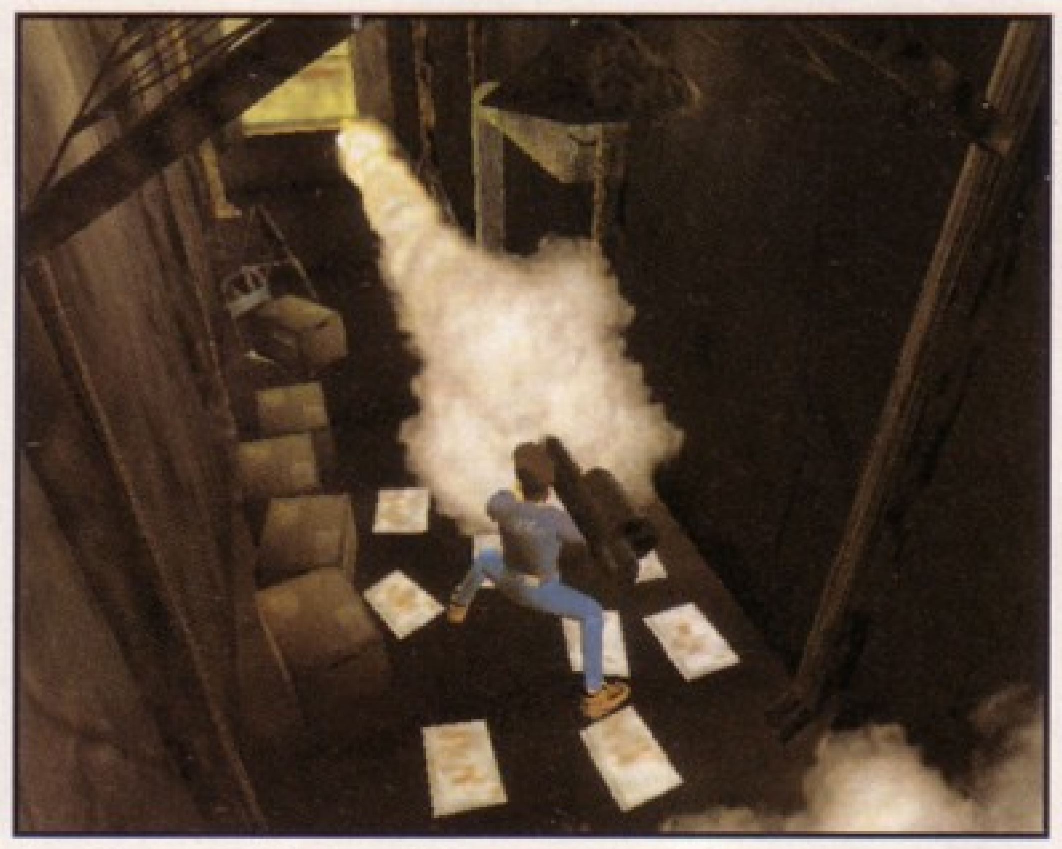








▲ Expect Blue Stinger to be available at the European Dreamcast launch next Autumn.



▲ Check out the incredible smoke trails from the bazooka.



▲ More bazooka action in the local cinema.

the Japanese developer, the character and monster designs in Blue Stinger have been created in part by Academy Award winning Robert Short, notable for his work in a handful of top Hollywood flicks, amongst them Beetlejuice. Also of note is that Pete Von Shawly (story board writer for Mask, Mars Attack, James and the Giant Peach and others), created the story board for Blue Stinger in addition to lending his movie expertise to the camera work and cutting. With such respected Hollywood talent working on Blue Stinger, it's difficult to see how the game could be anything less than a massive success!

WHO IS CLIMAX GRAPHICS?

Some confusion has already arisen on the internet as to who exactly Climax Graphics is, given that there are a handful of similarly monikered software developers around at the moment. Just to clarify the situation, Climax Graphics is the developer responsible for

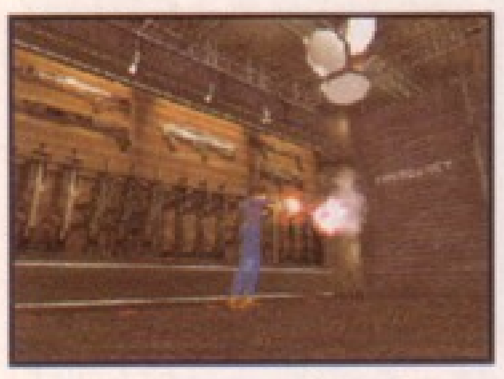
Everywhere you look in Blue Stinger (including ceilings and floors), there's always a rich level of detail in everything you see!





▲ There's even blinkin' graffiti on the walls. How's that for attention to detail, eh?

◀ When you see these enormous monsters stomping down the street, you simply won't believe your eyes!



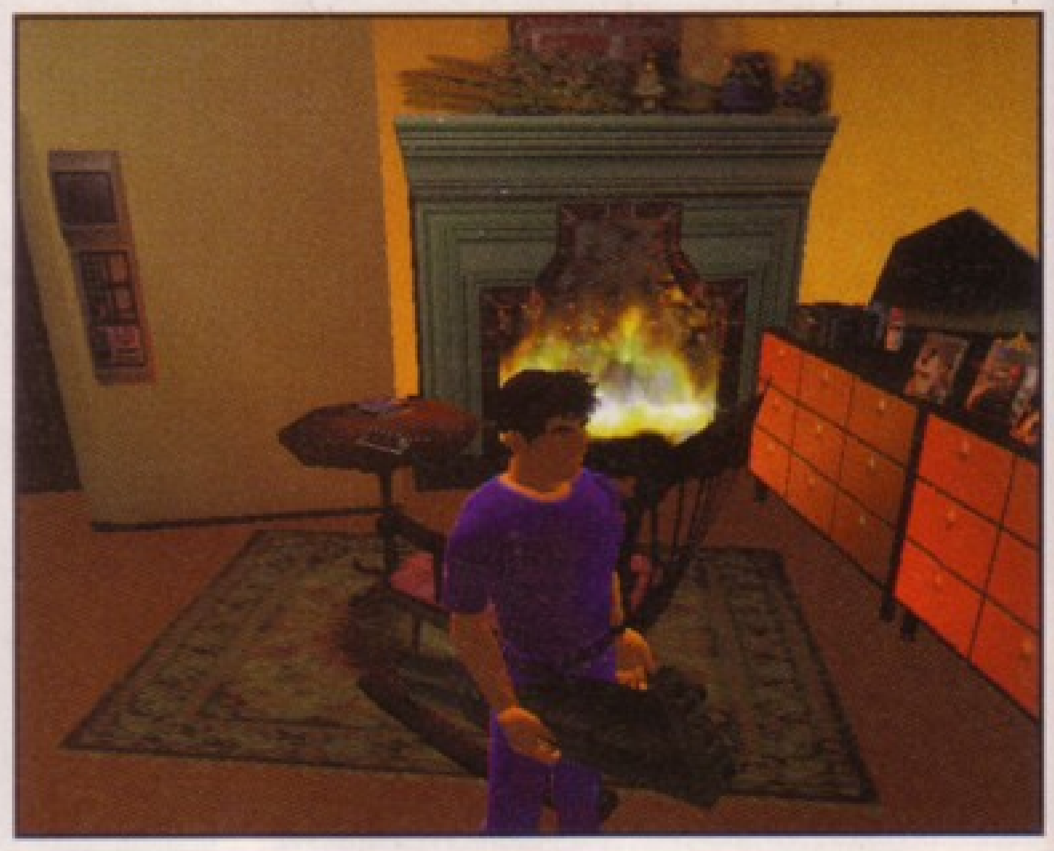
▲ The Japanese launch of Dreamcast is scant few weeks away now. We can hardly wait!















▲ The long wait for Dreamcast Resident Evil might not be so hard after all.

▲ Check out the incredible lighting effects in Blue Stinger.



such RPG classics as Land Stalker, Shining in the Darkness and Dark Savior. More recently the developer has been keen to digress from its RPG roots and branch out into other popular genres, with the PlayStation driving game, Runabout, and of course, Blue Stinger. The latter marks Climax Graphics' first foray into the realms of 3D adventure and by all accounts should prove to be a resounding success.

DREAMCAST PAD CONCERNS

Though details of the actual game are fairly thin on the ground at the moment, Climax Graphics has released information on how the Dreamcast pad is used in conjunction with Blue Stinger. The analogue stick is used for the directional control, allowing for smooth movements with pinpoint precision, whilst the four front-mounted buttons are used to rotate through the weapons and attack. The camera is controlled by the computer and has been implemented in such a way to give players the best and most dramatic view of the action. Usually it will follow players from the rear, but it will move accordingly when certain situations arise, much the same as Sonic Adventure for that matter.





▲ We've already reserved ourselves some copies of this incredible game.

FIRST IMPRESSIONS

The incredible screenshots you see adorning these pages arrived courtesy of Sega Europe and thus we haven't had the opportunity to actually sample Blue Stinger for ourselves. Nevertheless, from the











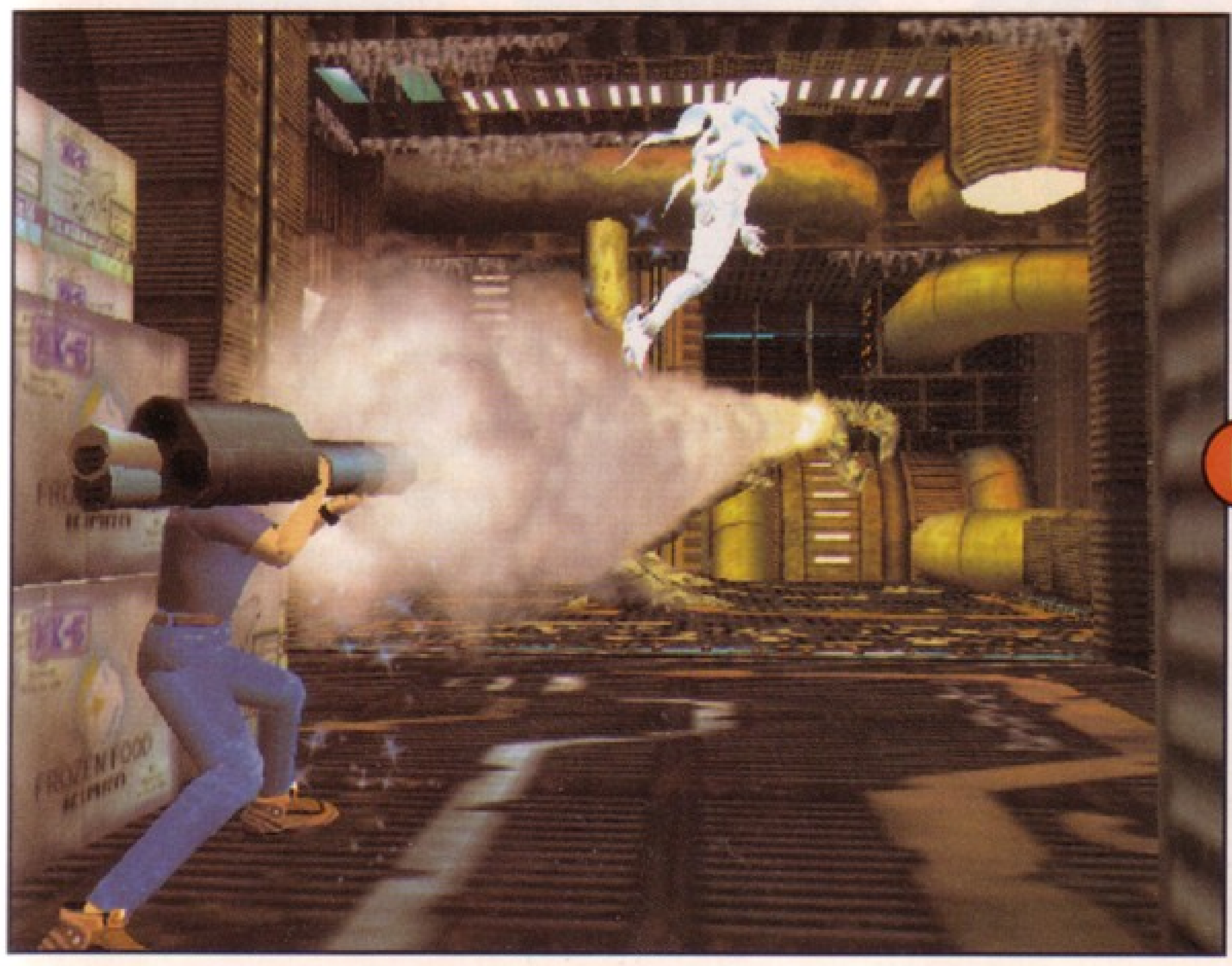


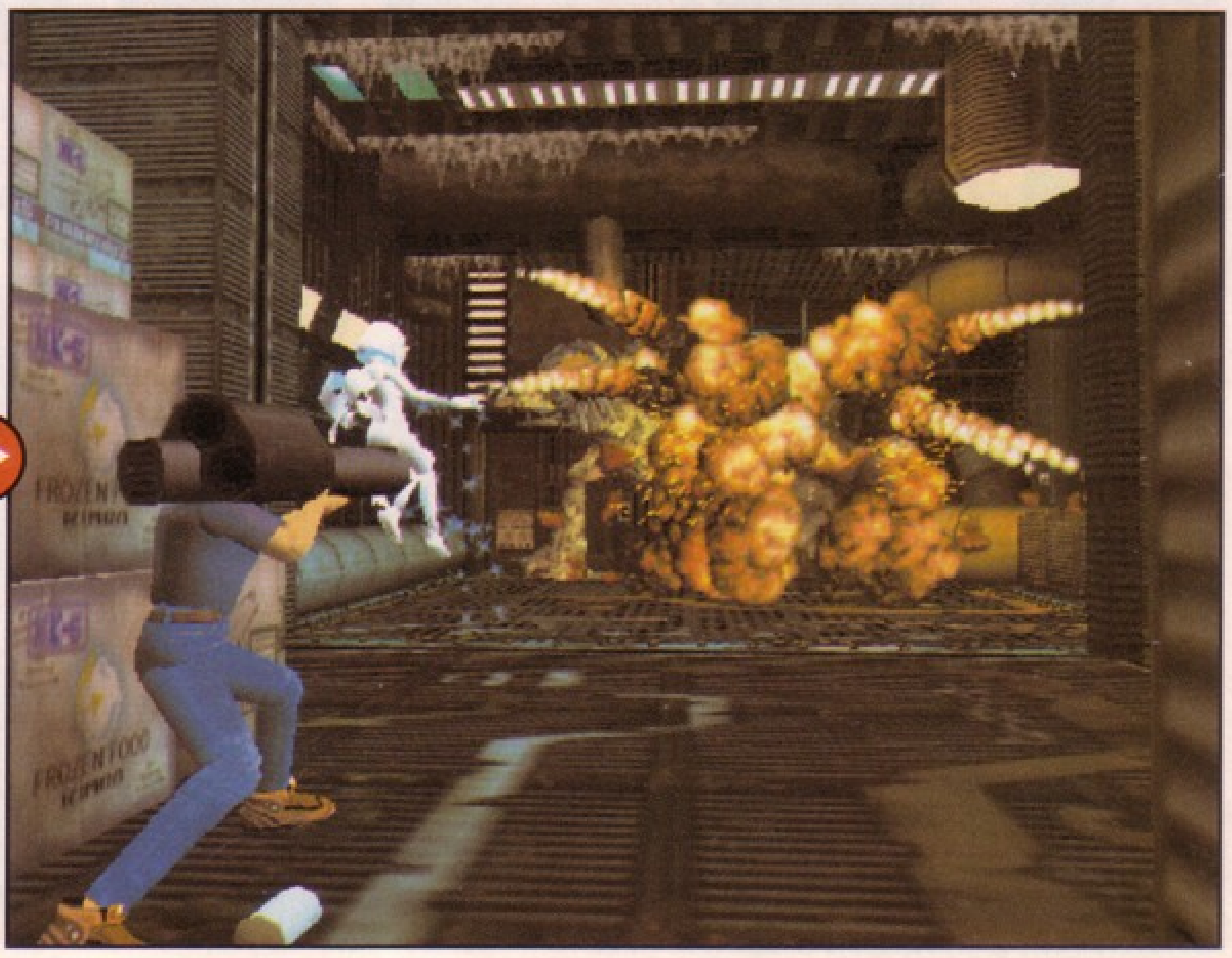


scant few details we've received and the visually astounding screenshots released, the universal response from our colleagues here at EMAP Towers has been one of overwhelming enthusiasm. But as with Sonic Adventure, the static screenshots really don't do the game justice. It's only when you see it running in all its hi-res, 60 frames per second glory that you can fully appreciate what an incredible leap forward Blue stinger is. Or at least that's what they tell us.

NEXT MONTH...

Erm... we won't be here next month (sniff). Nope, we'll be down the DSS office collecting our Giro cheques. So there'll be no more Blue Stinger coverage I'm afraid. Not in SEGA SATURN MAGAZINE anyway. Hopefully our former friends and colleagues on CVG will pick up the slack where we left off. Or you could take a trip to www.game-online.com for all the latest DC news. No promises mind.







Marvel Super Heroes vs. Street Fighter



Straight from the arcades to an import Saturn near you comes Capcom's latest coin-op conversion. Featuring your favourite comic characters and world warriors, this will rock! MATT YEO reports.

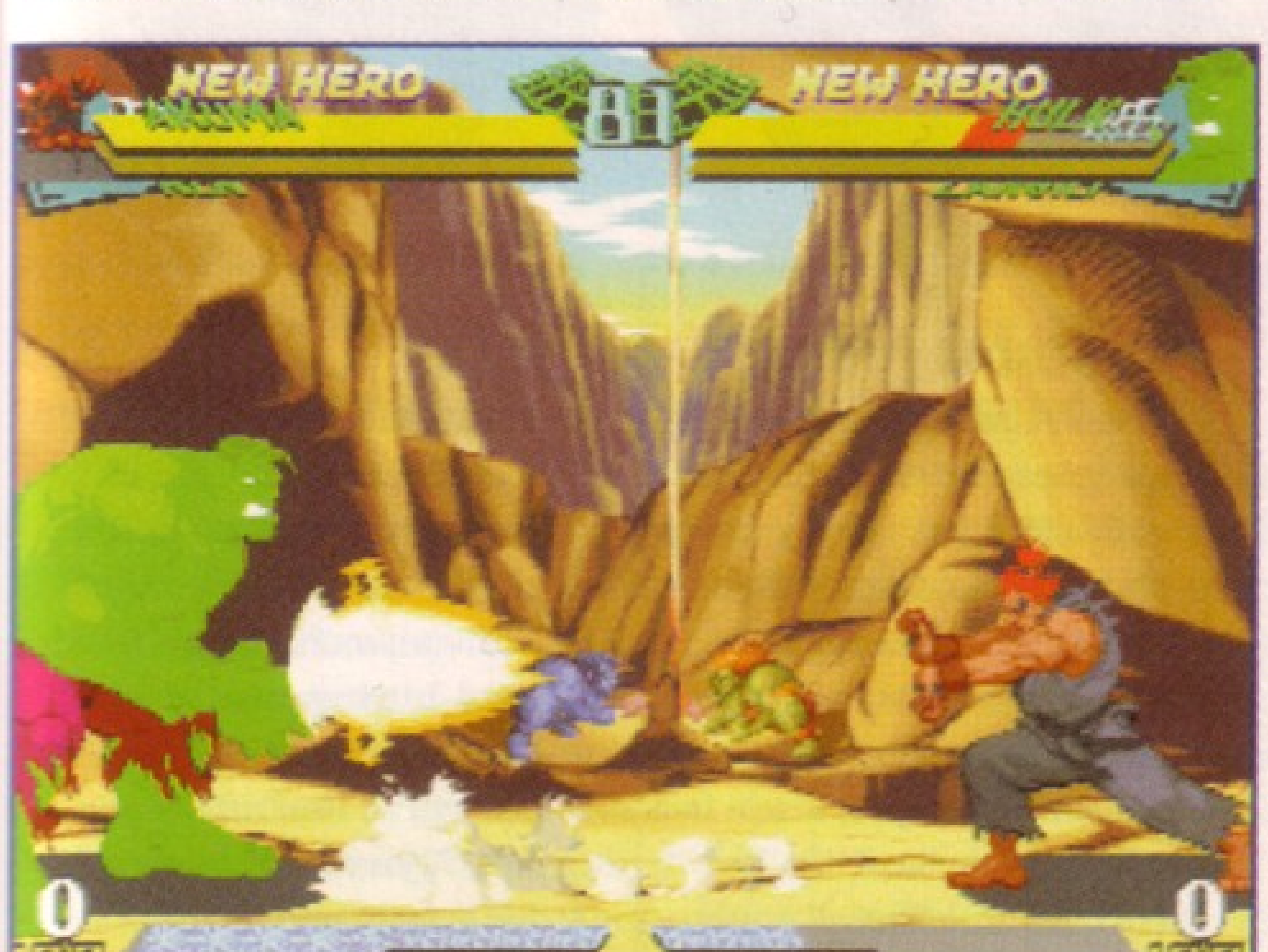
If you read last issue's exclusive interview, you'll now know that Capcom intends to stick with Sega's Saturn for some time to come. In fact this talented third party developer has always been one of Sega's staunchest allies and has provided such classic 32-bit thrills as the Street Fighter Alpha series, X-Men: Children of the Atom, Megaman and many, many more.

Of course it's no coincidence that the Saturn just happens to be THE machine for handling quality 2D coin-op conversions. Gamers have always respected the console's real strengths even when the rest of the world went 3D crazy and Capcom has been converting its impressive library of popular 2D beat 'em ups to the Saturn for while. This month sees the much-anticipated release of Marvel Super Heroes vs Street Fighter, the latest title in the company's mix 'n' match series which combines the Marvel's comic book characters with Capcom's very own world warriors. Essentially an X-Men vs Street Fighter upgrade, this latest outing features the same over-the-top tag team action and screen-hogging special moves as its predecessor, but isn't quite the gaming leap that Marvel vs Capcom is.

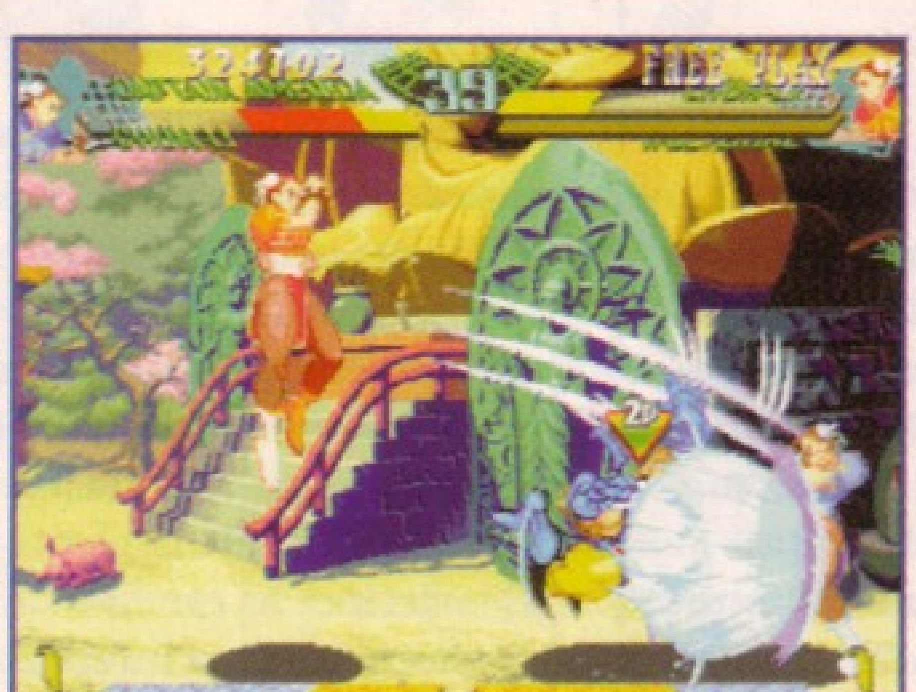




Yup, X-Men vs Street Fighter was very cool indeed – but let's face facts, we want to see the Hulk, Spider-Man and Captain America take their chances against Capcom's finest!



▲ Hulk vs Akuma? This should be a very short fight, all things being equal.



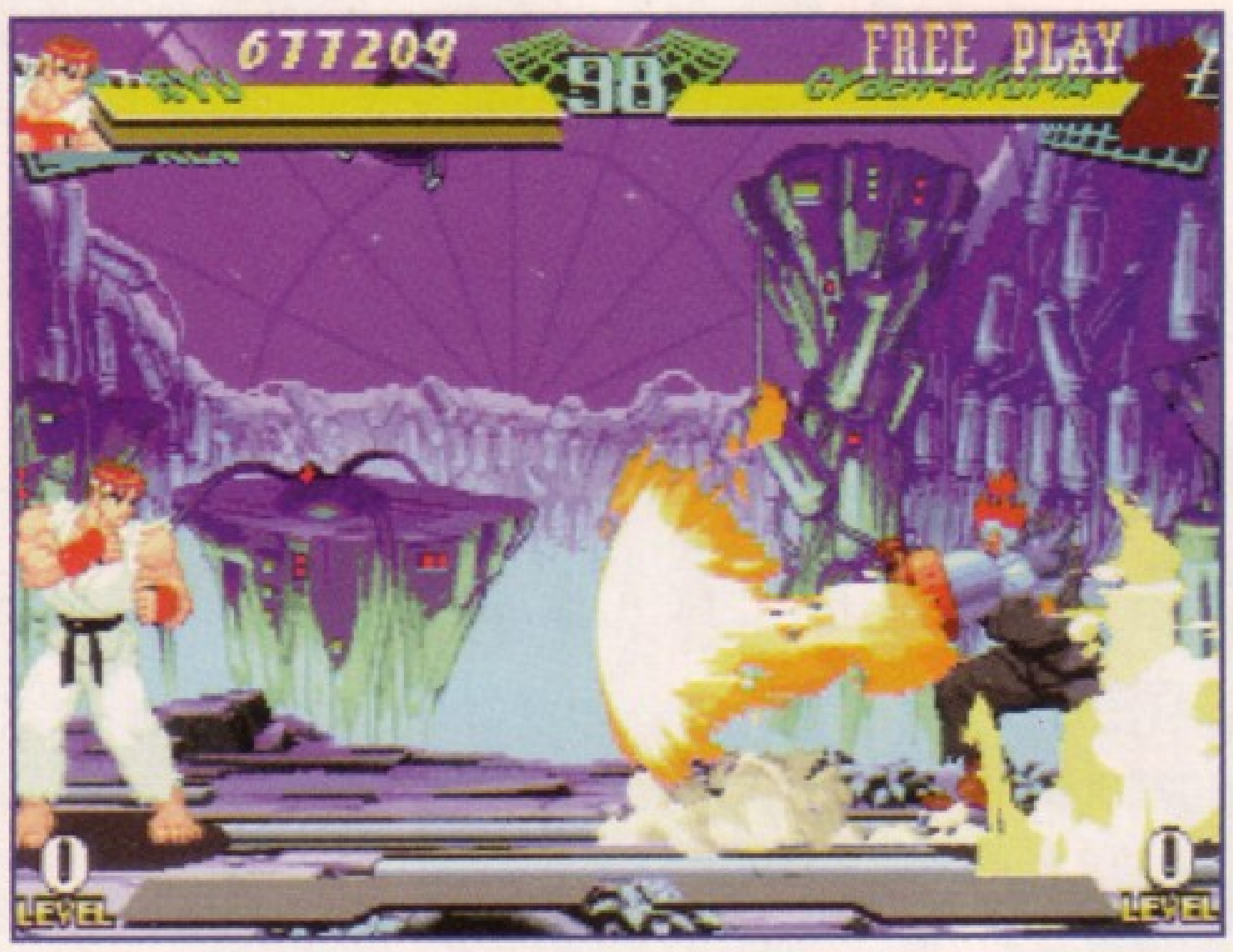
▲ Wolverine – the perennial cheesemeister!

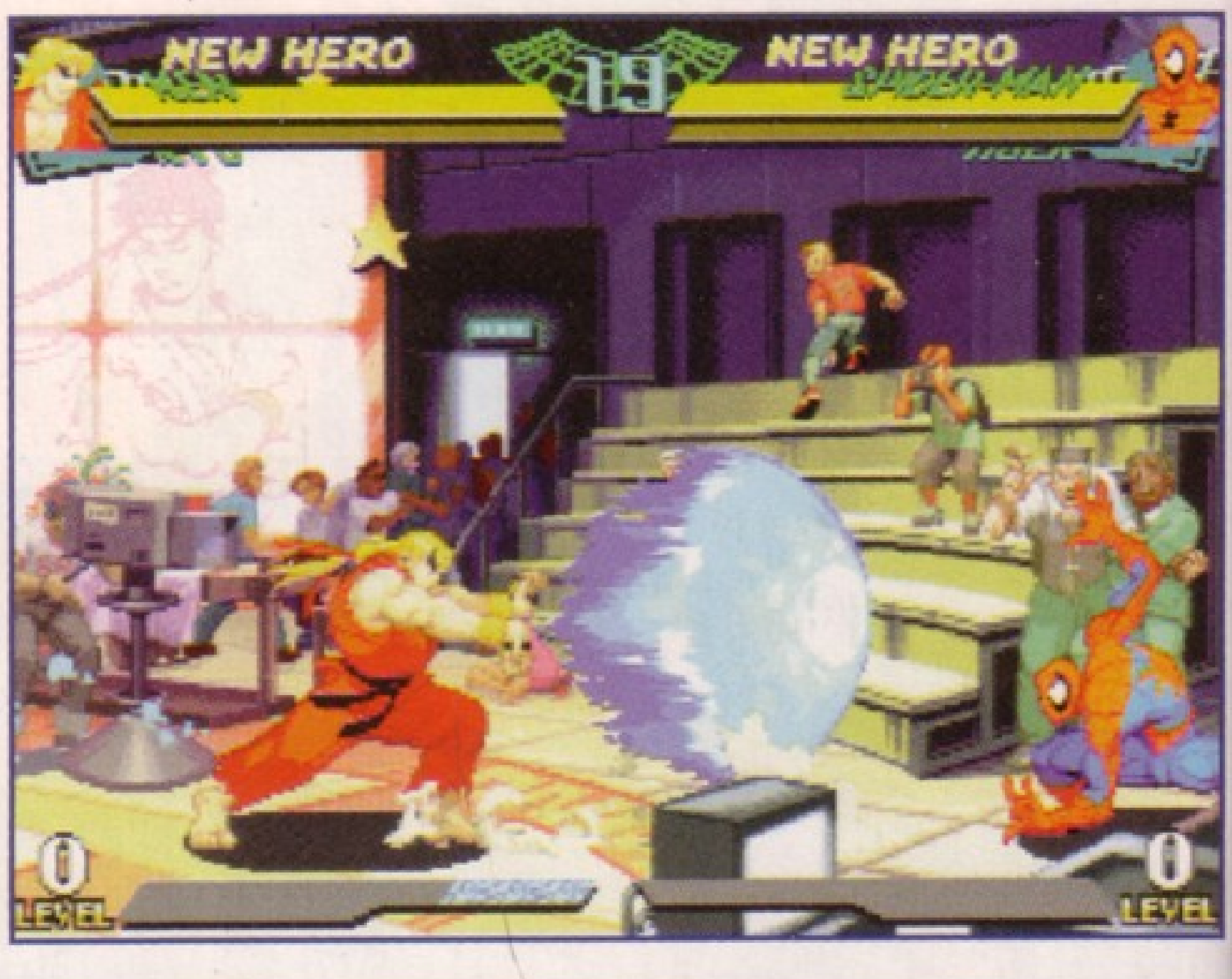


▲ The special moves in the game look amazing!




Special moves like the Maximum Spider return in this new game.





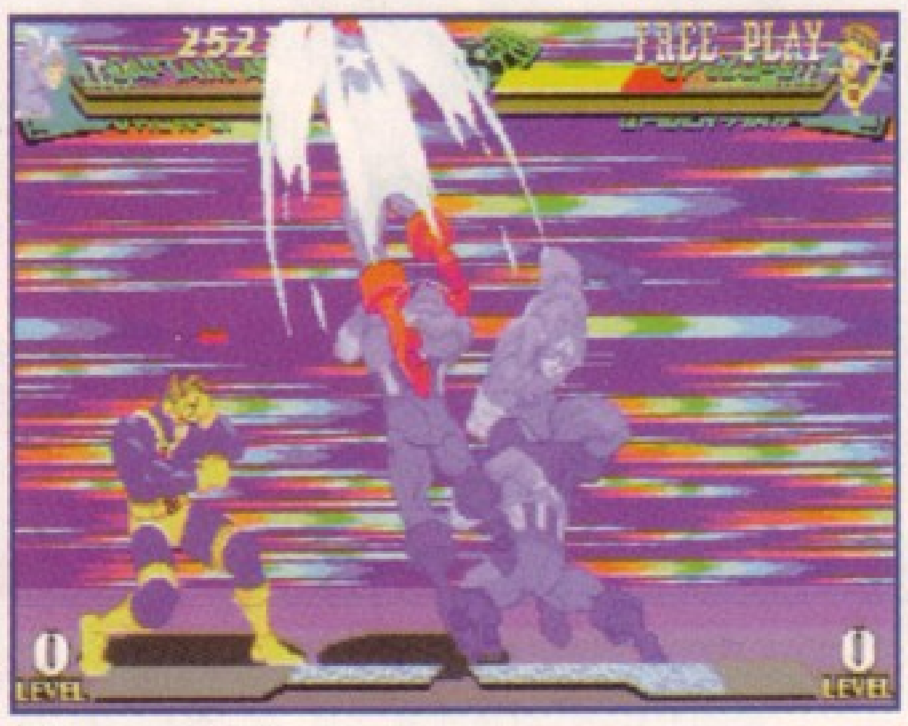
Perhaps this is too similar to the last Marvel/ Capcom crossover – even Apocalypse has been exhumed to torment gamers again!

LEGENDARY HEROES UNITE AGAIN!

The most obvious gripe that must be levelled at MSH vs SF is Capcom's puzzling choice of selectable characters. Instead of including new Marvel and Street Fighter characters, the company has simply recycled those that appeared in previous games. While that crime is heinous enough, the fact that the game's roster includes the likes of such second rate zeros as Blackheart, Shuma Gorath and Dan simply adds insult to industry. However, the remaining line-up remains reasonably strong with Marvel big guns Cyclops, Captain America, Hulk, Spider-Man and Omega Red taking on Capcom's finest, Ryu, Ken, Chun-Li, Dhalsim, Zangief, M Bison, Akuma and Sakura. That's not a bad line-up, but you can still only look at sequel Marvel vs Capcom and sigh in envy.

Capcom even brought back characters like Omega Red from X-Men: COTA!








STREET FIGHTERS







RYU
Much improved since his appearance in X-Men vs Street Fighter, Ryu now boasts a new Super Move, Shoryukens (fireballs) push opponents away and his Vacuum Shinkuu Hadoken sucks foes in for maximum damage. Still one of the most playable Capcom characters.

SAKURA
Probably the biggest change since Street Fighter Alpha 2 is that all of her special moves may now be performed in the air, and her Dragon Punch goes through fireballs! Her best combos and Supers are strictly ground-based, which fits the First Disciple of Ryu perfectly.

DHALSIM
There is little most fighters can do against a good Dhalsim player besides super jump and hope for an opening. He now seems a lot faster since the gameplay is slower. His 'keep-away' tactics are harder to break since he can now perform his Yoga Inferno in the air.

M BISON (VEGA)
Bison is pretty much the same guy he was in X-Men vs SF. Still has more moves and combo variants than any other character and using all of these attacks to confuse opponents is a necessity. Overall, Bison is still a good character, but with an evil Marvel equivalent, the magic is lost...

DAN
Still a misunderstood character yet one that has so much potential. In the right hands Dan is lethal, with powerful throws and hard-hitting attacks. However, for many he will always be the butt of endless "Ryu clone" jokes and his wisecracking sense of humour doesn't help.

MORE 4MB ACTION TO COME!

Okay, so we won't be around to give you the lowdown on Capcom's next Saturn fighters, but believe us when we say they'll still be well-worth buying. Following MSH vs SF in October will be the long-awaited Dungeons & Dragons Collection in November. This two CD set features spot-on conversions of both side-scrolling 2D scrappers, with the second disc utilising the power of the 4MB RAM cart.



In early '98, Capcom will release its final Saturn game, a conversion of its current arcade smash, Street Fighter Alpha 3. This should be the ultimate 2D beat 'em up, but before then we really wanna see Marvel vs Capcom. Release it, damn you!







NEW MOVES FOR OLD CHARACTERS

Obviously, to balance out the completely over-the-top gameplay and almost constant use of Supers employed by the Marvel characters, the Street Fighting crew have been enhanced and now boast a number of new and improved moves. All characters are capable of pulling off mid-air combos and specials although, as in X-Men vs





Essentially, this new title is just X-Men vs Street Fighter but with a switch in character rosters... but it should still be cool!

Street Fighter, Super Attacks must be performed on the ground. Just wait until you see the Hulk's Flaming Gamma Crush, Zangief's Final Atomic Buster and even Dan's super lame Shinkou Gadou-Ken (a pebble-sized fireball that does next to no damage).

As with X-Men vs Street Fighter, basic gameplay remains unchanged as players select two characters and enter a tag team battle against other opponents. With fights taking place over one extended round, players use their fighting prowess, and the ability to switch between characters by simultaneously pressing HP + HK, to whup the opposition before taking on









GOUKI (AKUMA)

Still very formidable in the hands of a master. Gouki lacks many of the cool moves he had in X-Men vs Street Fighter (his double air fireball, his counter, and his neck throw), but there's no denying his raw power and skill. However, be careful when using him against the game's penultimate boss, Cyber Gouki.

ZANGIEF

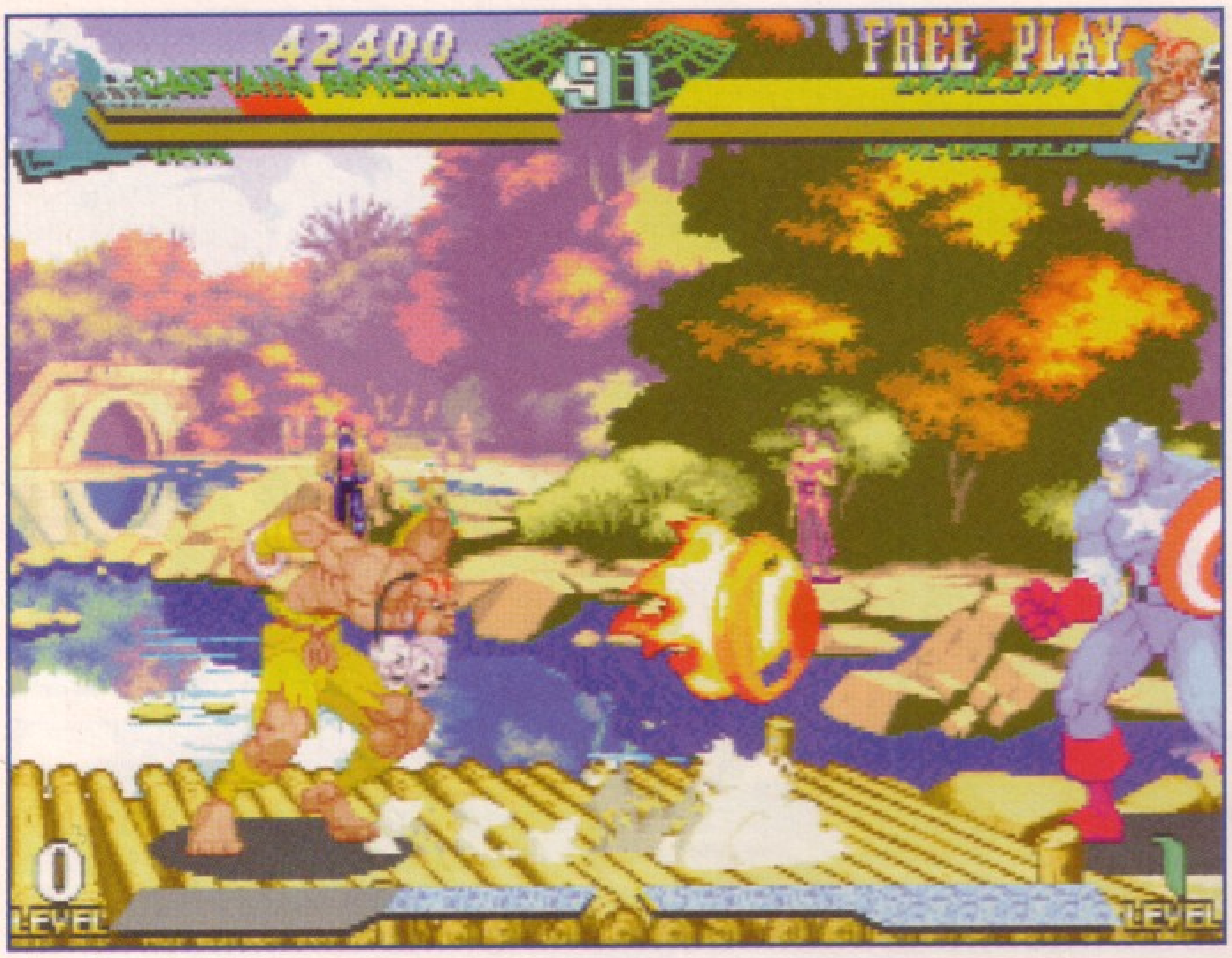
A master of grappling techniques, he comes to the world of MSH and incredibly is almost as strong as the Hulk! That said, in a chain combo game, it is hard for Zangief to get close enough to opponents to really do some decent damage. Team him with Marvel's jolly green giant for Super Combos galore!

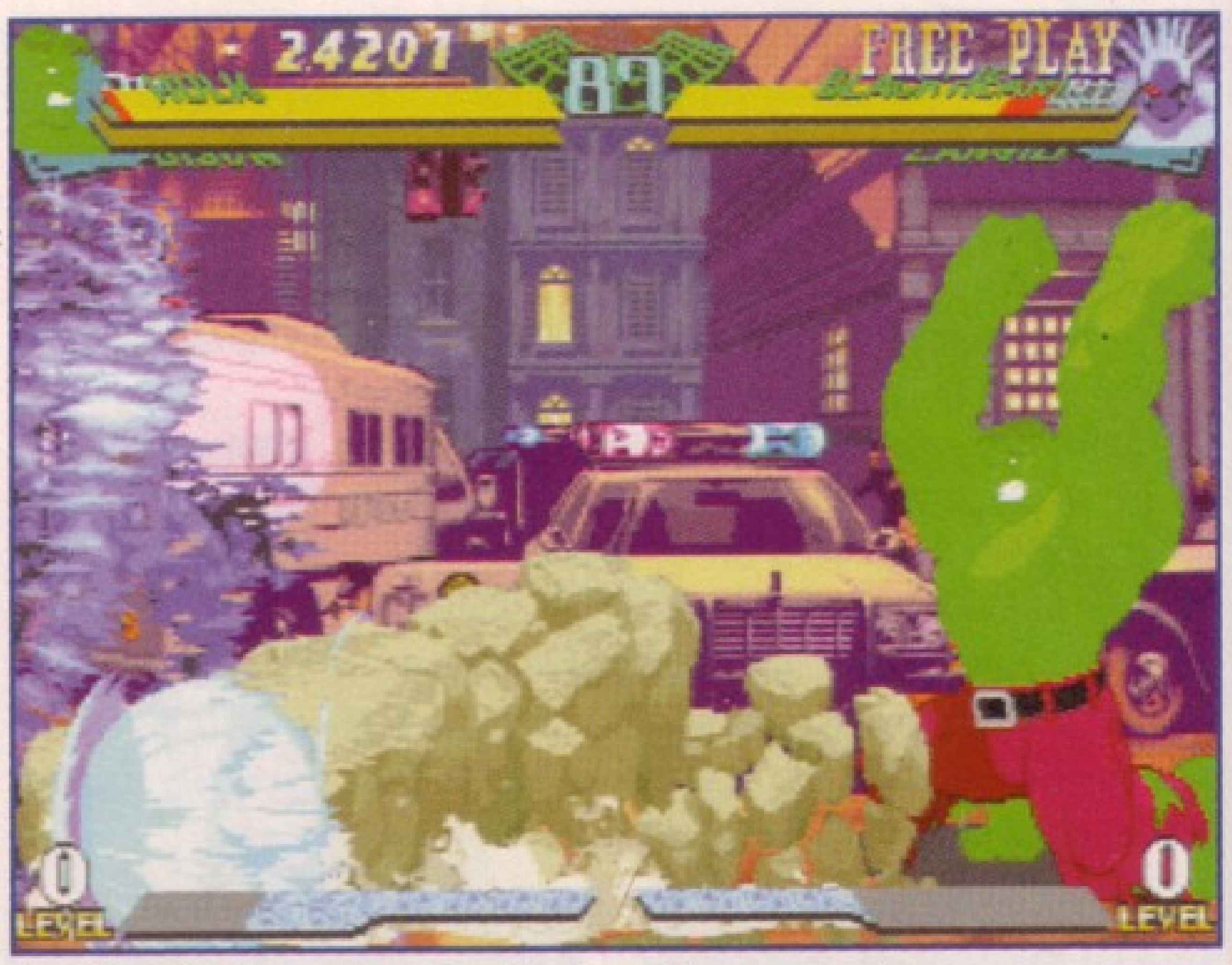
KEN

In a surprise move, Capcom has actually radically altered the abilities of one of its most popular characters. All of Ken's Dragon Punches now flame, his Hurricane Kick arcs up at 45 degrees, and his new Super from SFIII sees him dashing forward with four kicks before taking opponents up into the air for a ten hit vacuum hurricane kick.

CHUN-LI

Weakened for this outing, but still an incredibly fast character. Her Spinning Bird Kick is now activated with a Dragon Punch motion, her fireball is faster than in X-Men vs SF and her Lightning Kick is still great for corner trapping novice players. Basically the same as she's always been.





▲ The Hulk gets mediaeval on Blackheart's ass... his attacks are even more spectacular to behold than they were in Marvel Super Heroes!

Capcom fighting games have never looked quite so spectacular... Marvel Super Heroes vs Street Fighter has awesome graphics!





▲ This'll be a very cool conversion for the Saturn, no doubt about it!

the might of Apocalypse himself.

While standard moves are performed with traditional Street Fighter joystick and button combinations, MSH vs SF also employs other Capcom gameplay features for experienced players to attempt. These include the ability to perform an Advancing Guard (press all three punch buttons to push away an opponent while guarding), Safe-Falls/Break Away (press toward and any punch to land on your feet or push away when grabbed) and Super Jumps (tap down then up to leap twice as high). The Super Jumps in particular really open up the possibilities for mid-air combos and special attacks with players pulling off all sorts of outrageous moves before hitting the ground.

THE DEVIL HIMSELF: CYBER-GOUKI!

While Apocalypse himself is certainly a major pain in the butt, he is by no means the final boss in MSH vs SF. With his laboratory in ruins and his experiments destroyed, Apocalypse

MARVEL SUPER HEROES



CYCLOPS

A super-cheap character usually chosen by novice players. On the plus side, nearly all of his moves cause plenty of damage and he makes the ideal tag team partner. His Mega Optic Blast is still a visually impressive move and has the potential for causing 40+ hits!



SHUMA GORATH

This demonic dimension destroyer has been significantly weakened in MSH vs SF. His move and Supers merely chip away at opponents, whereas his real strength comes from throws. It's unlikely you'll ever use Shuma gorath, but be aware of his close range attacks when fighting against him.



CAPTAIN AMERICA

For some reason Capcom has decided to make Cap the slowest fighter in the game. In fact players who selected the shield-slinger in MSH will have to alter their timing and combos accordingly. However, after the Hulk and Zangief is definitely the strongest fighter in the game.



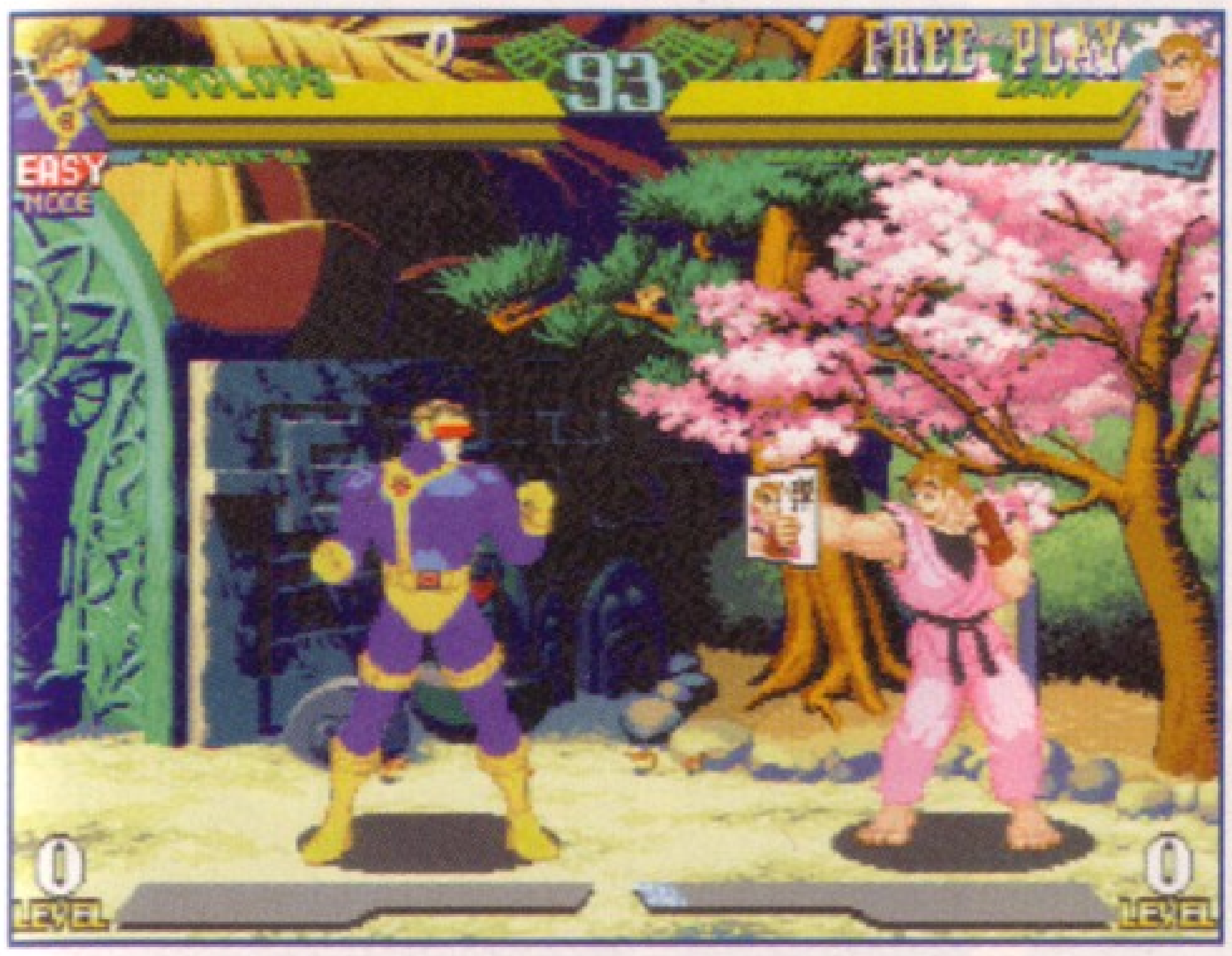
BLACKHEART

Just like Shuma gorath, Blackheart has lost a lot of strength since his MSH days. Timing and patience are now required to get the most out of this Hell-spawned nightmare. Just be careful: Blackheart's specials and Supers take so long to activate that fast fighters will really kick his evil butt.





▲ Ken vs Black Heart... hmmm, another short fight were it to occur in the comics! Sakura vs Apocalypse would be good for a laugh too!



▲ Dan's got a whole new set of taunts for Marvel vs Street Fighter.

dispatches his greatest creation, a melding of man and machine: Cyber-Gouki! Looking strangely like the robotic Zero Gouki in Cyberbots, this nightmare fighters uses some incredibly powerful and damaging moves to defeat players. Not only is he lightning fast, thanks to grafted bio-mechanical wings, but his Rocket Punch and Flaming Gou-Hadou Ken are particularly lethal. It's possible that Cyber-Gouki is a playable hidden character but Capcom is staying silent for the time being...

HIDDEN CHARACTERS

As if 18 playable characters wasn't staggering enough, Capcom has also included the coin-op's hidden fighters in the Saturn game. These palette-swapped characters are worth discovering just because they're so powerful!

EVIL SAKURA

Imagine Evil Ryu in a mini skirt and you're half-way there. As her powers are now significantly boosted, this version of Sakura is capable of unleashing devastating horizontal fireballs as well as absorbing an opponent's fireballs. Using Evil Sakura's taunt raises her Super Level meter, just like Dan!

US AGENT

Just like the comic book version, US Agent boasts a black version of Cap's familiar star-spangled costume and shield. Faster than Captain America, US Agent is also capable of launching longer and larger combos. Fans of the original MSH Cap should prefer this version to the game's standard shield-slinger.

MEGA ZANGIEF

Possibly the greatest version of this hulking Russian wrestler. If zombie-like skin and bloodshot eyes aren't enough to scare opponents, wait until he unleashes his own Yoga Flame variant! Mega Zangief cannot jump or block, but does have permanent super armour.

MEPHISTO

Bit of a con this one. He looks nothing like his Marvel Comics inspired red devil counterpart, but is still capable of staggering attacks. His every move sets opponents on fire and even blocking fails to stop this pyrotechnic effect. Note: Unlike Blackheart, Mephisto's combos always hit and cause massive damage.

SPIDER-MAN IN SPIDER ARMOUR

Not a secret character as such, yet this version of Spider-Man is still impressive. His Spider Armour repels most attacks and is even capable of shrugging off many Super Moves! Note: Unfortunately, this particular Spidey lacks any truly damaging moves of his own.

SHADOW CHARLIE

A completely monotone version of Guile's best mate. Shadow Charlie boasts lightning fast combos and even a version of Akuma's Raging Demon. Note: When selecting this hidden character, M Bison's silhouette appears in the background hinting at Shadow Charlie's evil origin!











WOLVERINE

The combo king. Wolverine is truly the master of stringing specials together for maximum impact. His Weapon X and Tornado Claw moves are guaranteed to impress your mates and his ability to stop most Supers with just a simple jab is really frightening!

OMEGA RED

Following hot on Spider-Man's heals, Omega Red also combines speed, power and distance attacks. However, gone is his annoying infinite combo and his Omega Destroyer fails to cause the massive amounts of damage it did in X-Men: COTA. Team him up with Bison for some stunning Supers.

HULK

Add Super Armour to his impressive strength and the Hulk is in a league of his own. In fact Marvel's green goliath is so strong that even normal attacks drain energy from blocking opponents! Unfortunately, the delay time on his Gamma Crush Super gives players plenty of time to unleash a counter.

SPIDER-MAN

Fast, powerful and hard to hit, Spidey is still our favourite Marvel character. At home both on the ground and in the air, Spider-Man combines all-round fighting skills with moves taken straight from the comic books. His new Crawler Assault Super is a dizzying multi-hit assault that's extremely strong.

PREVIEW

BY	CAPCOM
RELEASE	OUT NOW
HARDWARE	N/A
PRICE	IMPORT
STYLE	RETRO
PLAYERS	1

This month we review the first two entries into Capcom's excellent Generations series... and since we've already checked out volumes #4 and #5, why not preview the bizarre quad-game third volume?

Capcom Generation Vol 3

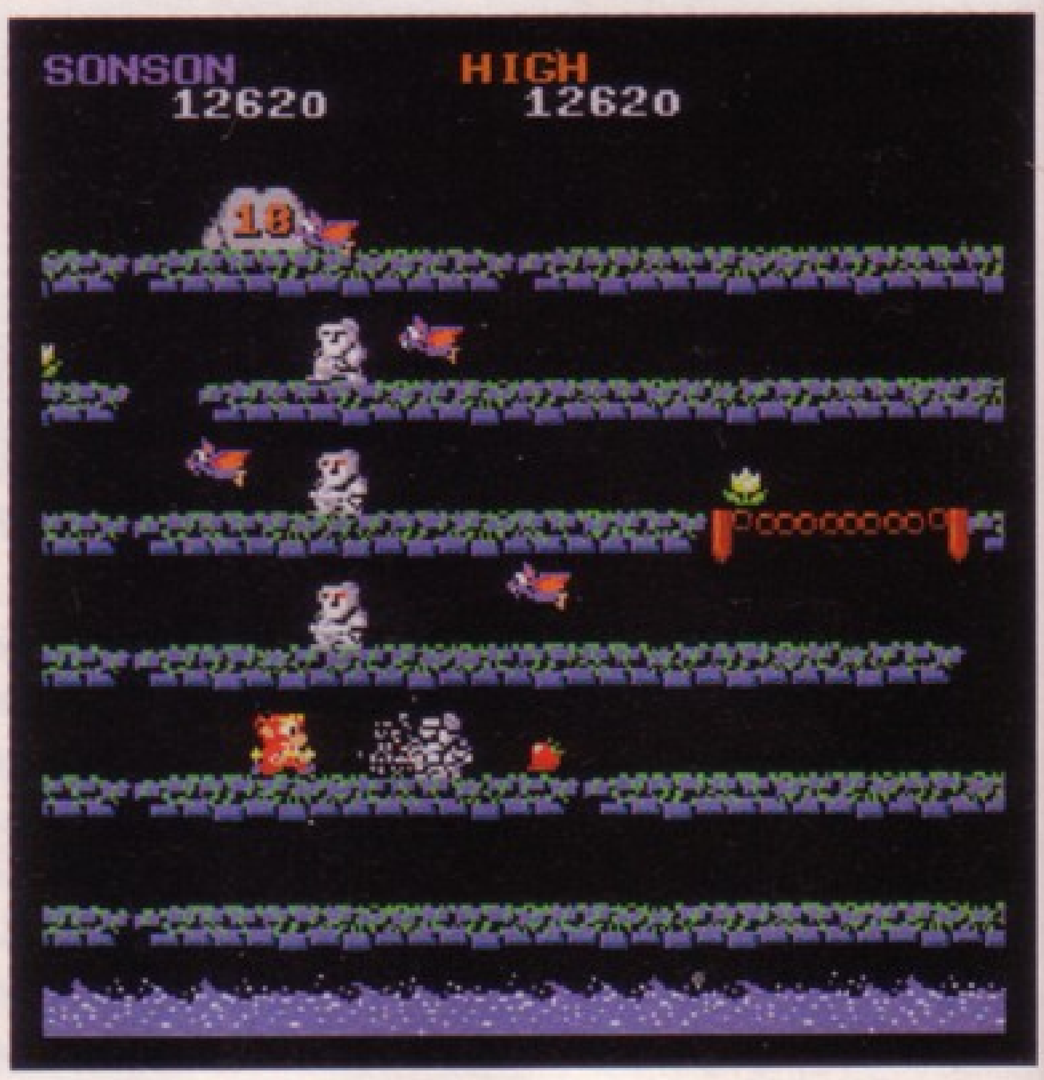
VULGUS

Capcom returns to familiar territory with a vertically scrolling shoot 'em up based on an alien wasteland. There are absolutely no surprises here save for the fact that as well as constant vertical scrolling, there's also push sideways scrolling thrown in too, which does help to expand the play-field quite significantly.



Here at SEGA SATURN MAGAZINE it can't have escaped your attention that we kind of like Capcom. Maybe it's because it's just about the only company that doesn't compromise when it comes to Saturn conversions. Maybe it's just because it hasn't left the Saturn up Slack Alley when everyone else has deserted it. On the other hand it's probably because for over 13 years, the firm has consistently produced coin-ops of an absolutely brilliant quality - hence our coverage of the company's Capcom Generations retro series.

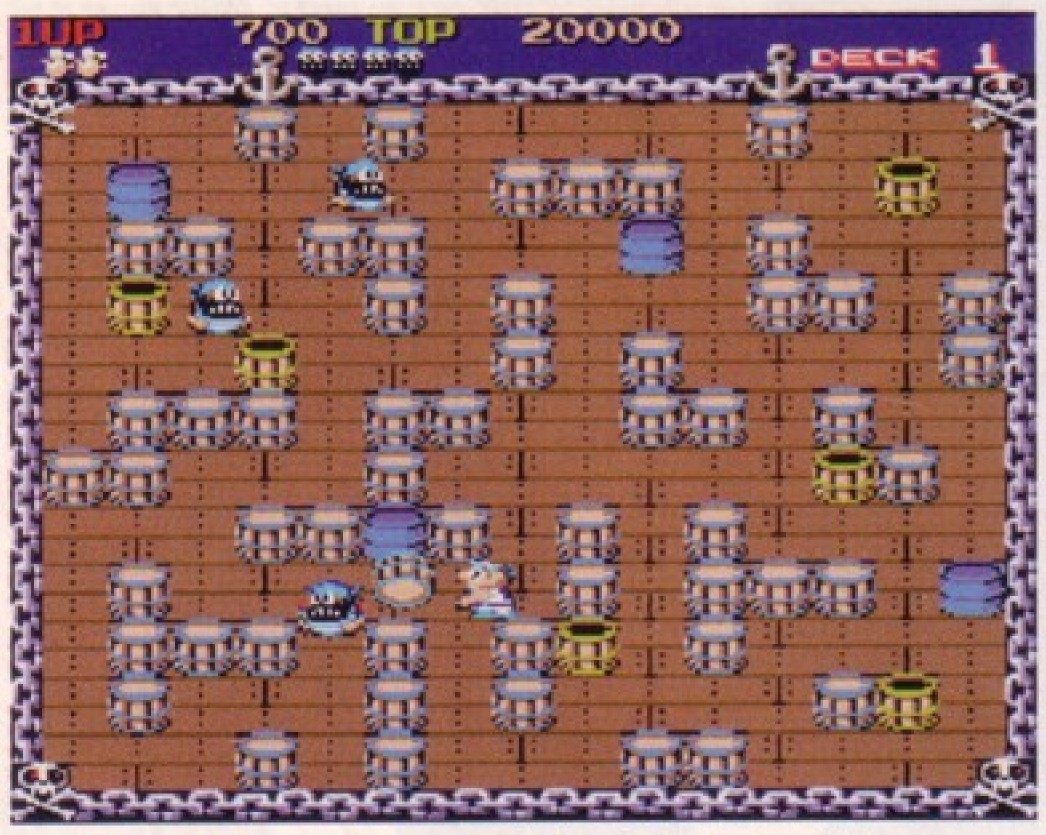
We've covered all bar one of the packs - volume #3 (mostly because getting hold of the games has proved to be quite a trial). This quartet of arcade conversions is an odd collection - none of the games are especially well remembered when compared to the likes of Mercs, Street Fighter 2 and Ghouls 'n' Ghosts - but they are noteworthy in that they represent an insight into the very earliest days of Capcom's arcade development.



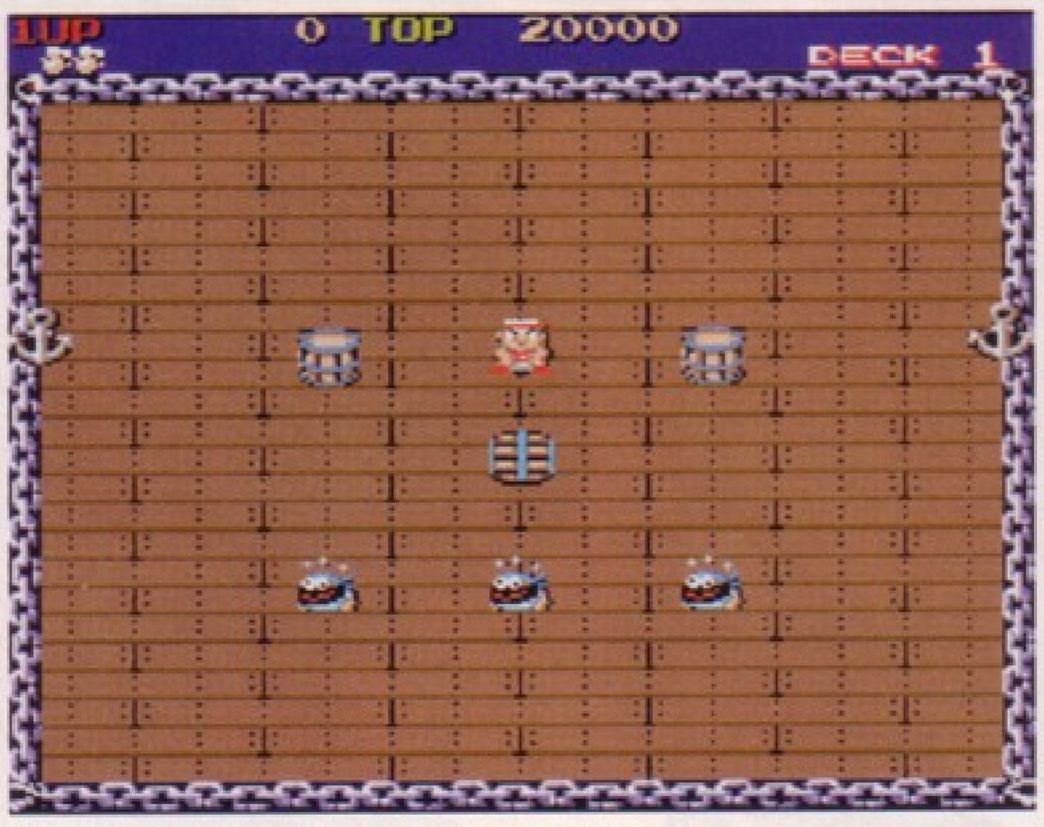
▲ SonSon: it's really, really simple, but fairly fun.

This is probably the reason why this is the only Capcom Generations pack that features four games in its line-up compared to the three that all the others have. It has to be said that this pack isn't really going to convert any of video games newcomers to the Capcom cause. Titles like the aforementioned Ghouls 'n' Ghosts and Street Fighter 2 still stand proud as astounding games years after their release. Hell, even the dated Commando remains an excellent blast.

It's a bit unfortunate that no-one's really going to get fired about like the likes of Vulgus and Exed Exes (two average shooters) or SonSon (super-dated platform romp) and as for Higemaru... well, it's odd



▲ Fans of Capcom's later title Don't Pull should be instantly at home with the oddly-titled Higemaru.



▲ The basics of successful barrel-rolling are sorted out in the first stage of Higemaru. What a thrilling shot!

HIGEMARU

Ever heard of this one? Nope, neither had we! However, this maze game actually has a great deal in common with Don't Pull - one of the trio of games featured in the later Three Wonders arcade title (also available on import for the Saturn). The aim is simple - you are a no doubt salty seaman, whose aim in life is to rid the decks of his galleon of pirates. This is achieved by lobbing barrels and such-like at them. It's a simple game, yet strangely compelling... and probably the best on the pack! Strange but true, this game is actually really good fun!







▲ Exed Exes: Capcom's first parallax scrolling game!



▲ "Bas-relief" graphics were all the rage in the eighties.

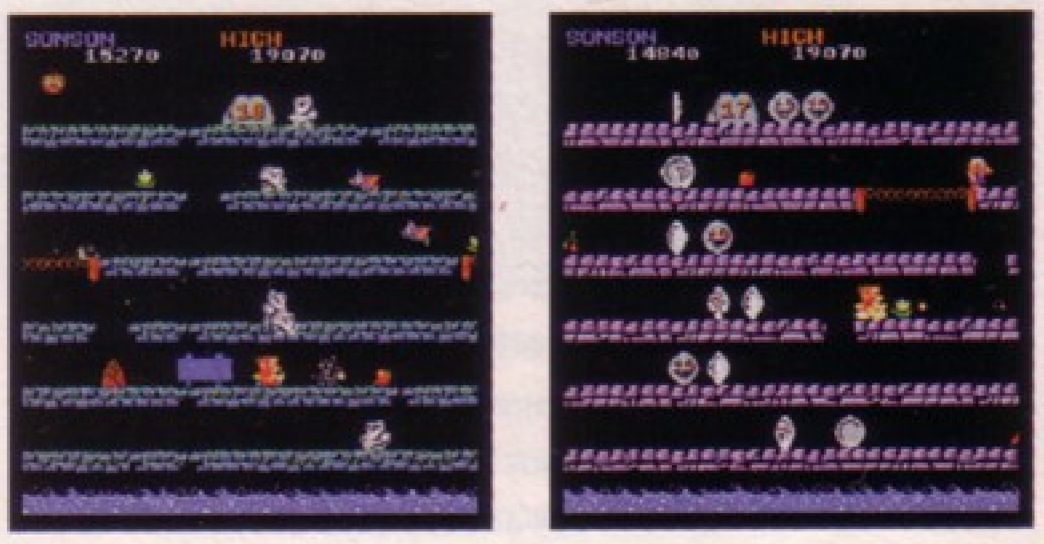
EXED EXES

Whereas Vulgus was fairly significant in its multiple use of scrolling, Exed Exes is noteworthy in that it's probably the first Capcom coin-op to use parallax scrolling. Astounding! Otherwise, this is bereft of invention or surprises - Exed Exes is effectively 1942 with a futuristic facelift. This isn't exactly the best game Capcom ever produced.



▲ Neither Exed Exes or Vulgus are truly thrilling blasters.





▲ SonSon was widely converted onto 8-bit systems.

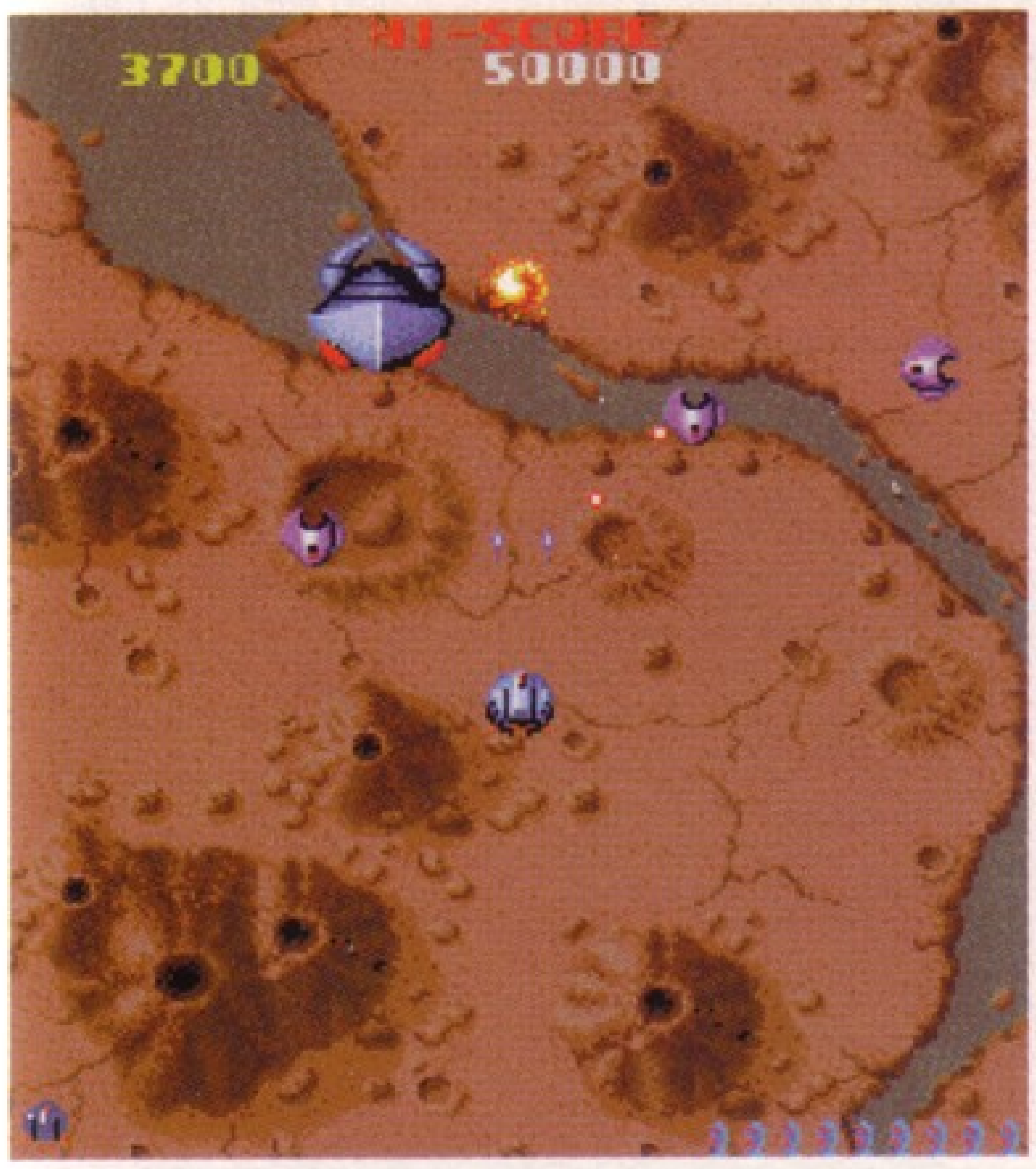
[We can finally reveal details on the most obscure of Capcom's Generations series!]

that the most obscure title in the pack is actually by far and away the best game!

For completion's sake it might be worth getting a hold of this, but when the other Generations releases are so markedly superior, you probably won't lose any sleep over not owning any of these ancient titles. Our advice? Check out the reviews of the first two packs on pages 58 to 61 and basically reserve your cash for Capcom Generations volumes #2 (Ghouls 'n' Ghosts), #4 (Commando, Gunsmoke, Mercs) and #5 (the ULTIMATE Street Fighter 2 collection!). This one's for die-hards only!

SONSON

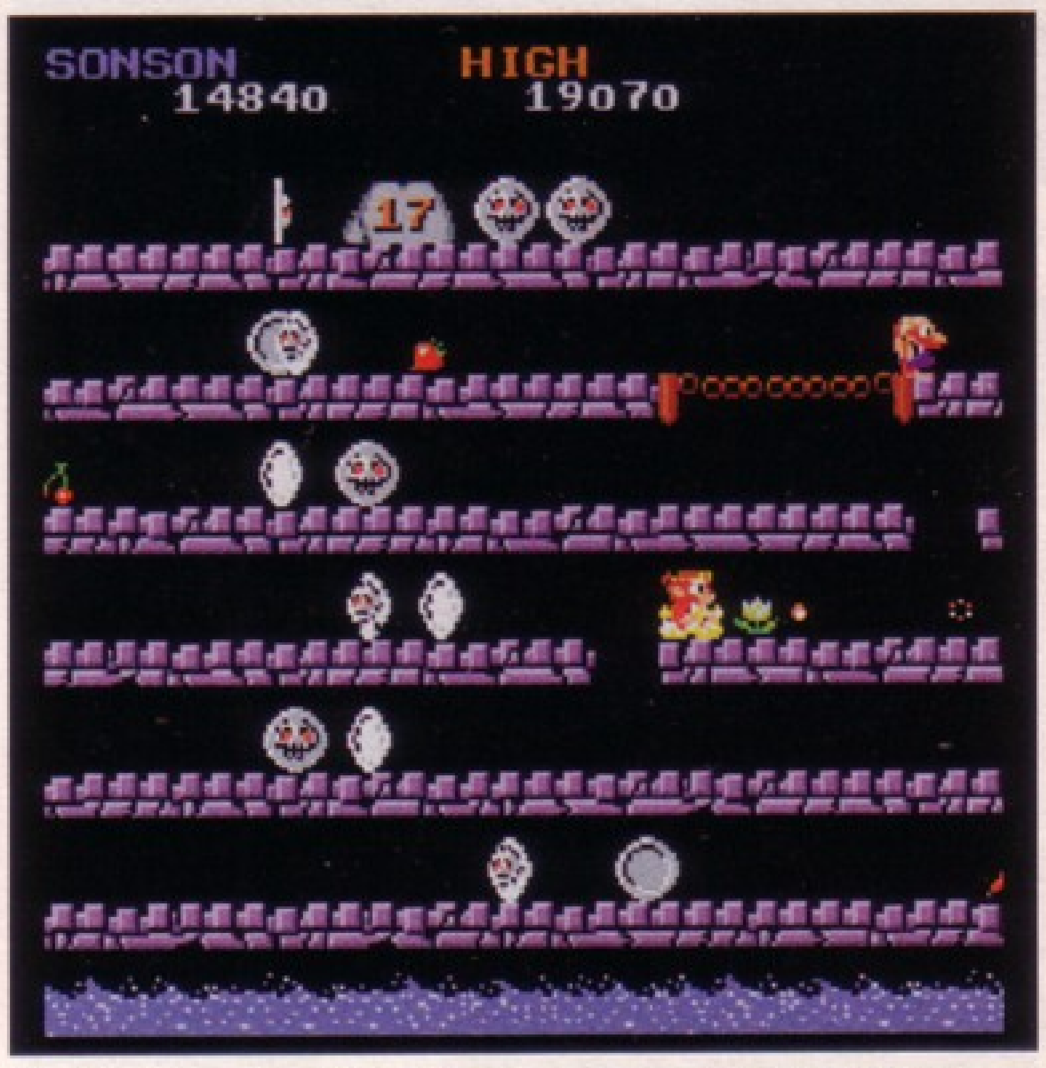
One of Capcom's very first coin-ops, SonSon puts you into the eponymous role, with your aim being to traverse the constantly scrolling platform levels picking up fruits and shooting the hell out of the waves of enemy sprites that crop up. You can jump up and down between the platforms which is a key aspect of the game - it's just not possible to shoot everything.



▲ The sideways scrolling in Vulgus is pretty cool...



▲ The gameplay in this title is hardly pulse-pounding..



▲ SonSon... thankfully Capcom went on to better things.

BY	NEC INTERCHANNEL
RELEASE	OUT NOW
PLAYERS	1
HARDWARE	N/A
PRICE	IMPORT
STYLE	ACTION RPG

"Captain! The shields are down, life-support is failing and the engine-core is about to blow! If I can just... just... just write this preview of NEC Interchannel's new RPG before we... AAGGGHHH! Nooo!"

Black Matrix

As the whole Saturn merry-go-round grinds to a sad halt, and weary Sega staff pack themselves Blue Peter-style into cardboard boxes to hibernate through the games-free winter we're about to endure, it's worth pausing for a brief moment to remember all the good times we've had with our Saturns: "..." There. Now we can get back to business with another two-page preview of a Japanese game that no one over here understands or has any intention of buying! Hooray for Black Matrix! It's been number one in Japan for some weeks now, so underneath that harsh Japanese text-heavy exterior there must be a pretty cool game. Or is there? Hmm, sounds like a challenge that only a SEGA SATURN MAGAZINE preview can unravel...

For most of us non-Japanese-speakers, Black Matrix is as easy to understand as a drunk geordie trying to explain the offside rule to a French exchange student in a packed nightclub. Standing right in front of the speakers. With a lollipop in his mouth. Basically, it's a turn-based adventure combat game in the style of Shining Force III, only with the added educational feature of learning Japanese as you play. It's two fun games in one! Black Matrix is also the first fruit of NEC Interchannel's new-found friendship with Sega of Japan, so its success in Japan bodes well for the Dreamcast products NEC's other teams are working on.

The start of the game sees your character being built-up for action by a cute female helper, by means of playing some entertaining little sub-games. From then on it's right into the standard RPG action, with battles, hit points, experience points and all the standard-issue magical clap-trap that comes with it. The game certainly features more (and much harder) battle action than SFIII, with even the earliest baddies and fights being more dangerous than mixing radial and cross-ply tyres.

The totally 2D graphics are lovely. Beautifully detailed locations, much more impressive than those seen in both Shining Force III and Grandia, but there is a catch - it's all strictly isometric action with just the one fixed view of the 2D arenas. Once the urge to rotate things to get a better look has been overcome, it all fits together quite well as your character moves a search icon to find people and items of use. There's also a lot more emphasis placed upon talking to characters and influencing the story than we saw in Sega's SFIII...



▲ Sigh, my last ever caption-writing session for SSM...



▲ I never did manage to use the word 'juxstaposition'.



▲ Look! That's my name! Glad I didn't put in a rude word.



▲ Counting rats, bashing things on the head, all of this...



...improves your strength and abilities when you start.

GETTING ABOUT

Your female helper wants you to survive, so she guides you through these cool little games to build up your speed, strength and observational skills before you're sent packing into the real game. Counting rats that run past, hammering the button to reel in a fish, bashing moles on the head and chopping logs all forge you into a man, plus they improve the health and strength of the main character when the game starts. It's also the only section that's easy to understand, hence the fact that I'm trying to fill up so much space with such a tiny little feature.







▲ Those characters are all standing at the edge of a lava pit – let's hope nobody tosses themselves off, eh readers?

if only... if only it was in English. I was stuck on the first location for TWO DAYS. Two days! It was a button on the Pause menu that I needed...

Much easier to understand is the universal language of music, man, which speaks volumes in Black Matrix, thanks to the inclusion of some outstanding tunes. The coders were rightly so proud of the fantastic chip-generated anthems they've created, that there's a special music test option on the main Start menu so you can enjoy their aural genius right from the start. There's also loads of vocal conversation too, with your female helper and many characters speaking all of their lines right through the game!

Gameplay-wise, it's basically Shining Force III-style combat, but without the bells and whistles to make it worthwhile struggling through the foreign options. The move-and-attack format is identical, but there's no fancy stuff - little 2D men hit each other with swords then die in a massively unspectacular fashion, with the odd blue sprite signalling that something 'special' like an attacking or healing spell has been used. Once again, the lack of English text rather castrates the whole experience, and although it is possible to progress through the battles once you've translated the various options, it's a bit of a slog for us unilingual English speakers, so I wouldn't bother if I was you.



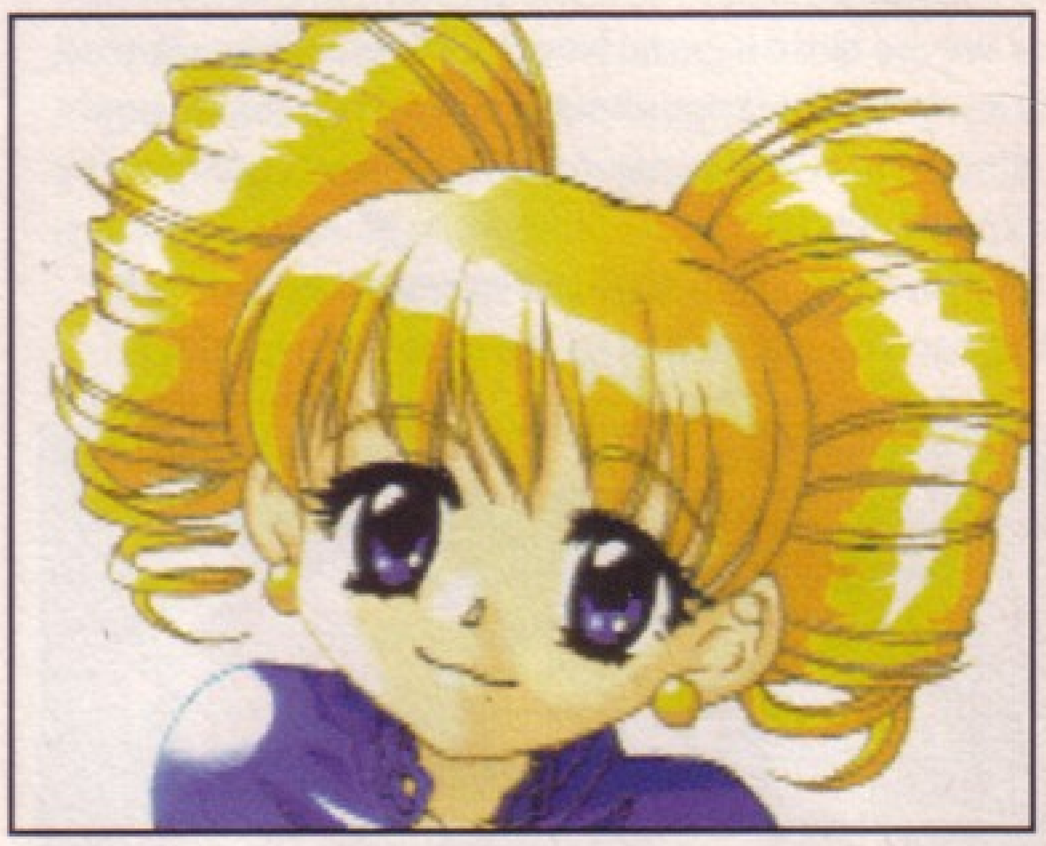


▲ The last caption. Right, see you at the job centre.

[As easy to understand as a drunk geordie explaining the offside rule to a french student]

BLUE HAIR? EVEN DOWN THERE?

Your guide through Black Matrix fortunately takes the form of a foxy little anime chick, which, we think you'll agree, is much better than the usual leather-faced hags, bearded wizards and arse-headed old warty boilers that usually appear in most RPGs. Each girl has her own character, dialogue and plot-twists too, so your choice of girly guide actually has an effect on the outcome of the whole shebang. The 'boyish' Couregges (middle-left) is my favourite. But not because she looks like a boy, er, she's just nice, that's all. Is it getting hot in here? Ah, if only we could pick and choose in real life... I think I'd have Melanie Sykes with Carol Vorderman's brain and skin that tastes like chocolate Hob Nobs.















Virtua Writer™

Geez. I guess this is it. The last ever supersoaraway issue of the finest Sega journal known to man or beast. It's been a blast. No really. Let's do it again some time. Like next year maybe. Whadaya mean you're busy? Hey, by the way, don't bother writing to VIRTUA WRITER, SEGA MAGAZINE, 37-39 Millharbour, Isle of Dogs, London, E14 9TZ and don't even think about emailing us at virtua.writer@ecm.emap.com. Because frankly, we won't be here. No, we'll be lying on a sun-drenched beach in the Bahamas drinking copious amounts of alcohol served by a bountiful bevy of beautiful women. So long suckers!

WE NEED MODEL 3 QUALITY GRAPHICS!

DEAR SSM,

I am writing this after reading the exciting rumour that Sega of Japan is thinking about releasing the DC in Australia early, to test the western market, seeing as we are close to Asia. Now this is probably not true, but my heart was pounding at about 150 beats per minute! [I really, really doubt that this is going to happen - RICH]

After owning every Sega console (well not the 32X, but can you blame me?), I am drooling over the



Dreamcast CAN do Model 3 quality visuals. Oh, yes.

Dreamcast. I, like everyone else, can not wait to play VF3 at home. Though in your June issue #32, (yes that was a while ago, but magazines take a while to get here) I was disturbed to read that on a demo of Scud Race, on an mock up DC had the slightest pop-up. Now I know it is only early days yet, but can you really see the DC winning the market without true Model 3 graphics? Imagine, if you will, a Saturn released with arcade perfect versions of Daytona and VF2, don't you think the Saturn may still have some market share today if it could do Model 2? Anyway, I am most likely way of target here, but I do hope that the DC can do Model 3, but either way, I will be in line on the release day with my wallet! Thanks for listening. Oh, by the way, is it really hard to get Panzer Dragoon Saga, Sonic Jam, a 3D pad and Burning Rangers over in England? The only reason I ask is that it is nigh on impossible over here and I can't order them from England because our dollar right now is really low. Any suggestions? Long live Dreamcast!

Andrew Newell, via email

The Scud Race demo ran on Dreamcast development hardware with less than 20% of the full machine's power. Don't worry about it. Developers including Bizarre Creations, who've visited Sega's Japan R&D centre and who're developing on the machine right now say that the machine is more powerful than Model 3. As did Capcom in our interview last month. These people know. RICH

I'D JUST LIKE TO SAY...

DEAR SSM

Thought I would just drop you a line to say how much I enjoyed reading your SNK and Capcom features, I hope you continue to cover this aspect of gaming in the future, even when Dreamcast is the number one console. I also hope you will support the Saturn since there is no other source of information, except on the web which not everyone has access to. Thanks for such a good read.

Anonymous, via email

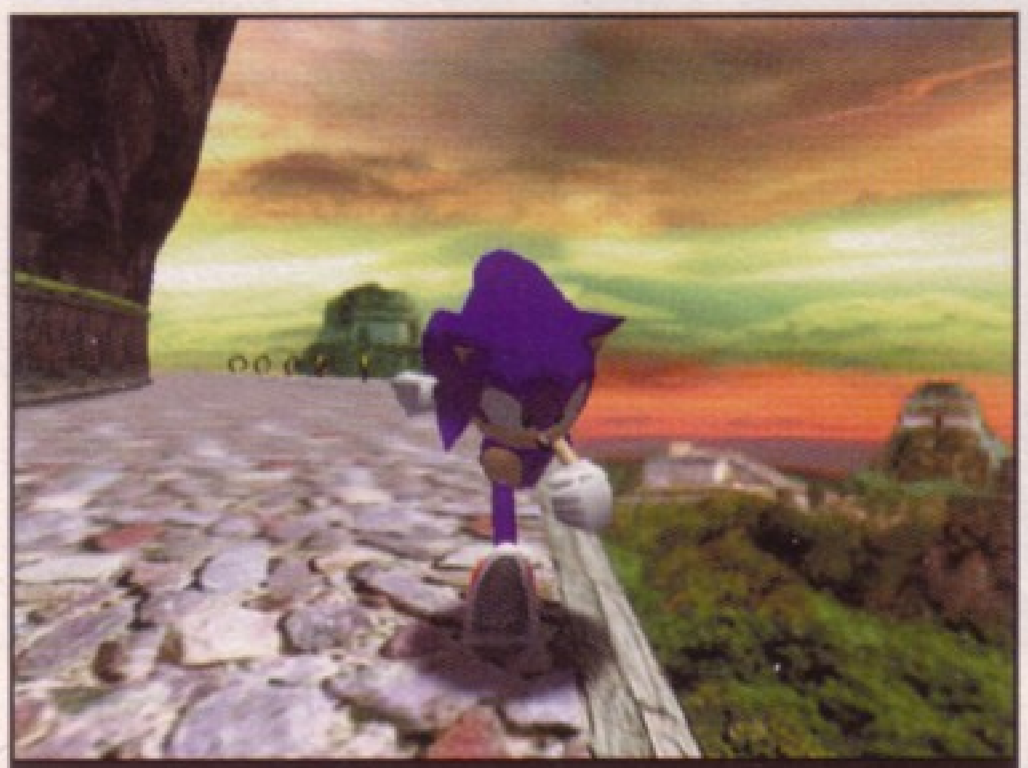
Looks like you'll have to make do with the internet from now on. LEE

WELL IT STARTS OFF ALL RIGHT

DEAR SSM

I have been purchasing your profound publication since issue #1 (of Sega Magazine) but I have never seen the point of writing (or indeed e-mailing) in before now as you seem to always cover just about every Sega related fact I want to know. Not bad for a mag going on nearly FIVE years now. It's nice to see that you really did 'go from strength to strength' as stated by the now rightly monickered Master waaay back in issue #2 of SSM's editorial. It's a shame more of the 'classic' staff aren't still with us today. Not that I want to offend any of the excellent current staff of course, heh heh...

Anyway, to the reason I have finally written in, two things are really bugging me. The first of these is the



A screenshot of Sonic Adventure for no reason whatsoever.

way people treat your chosen profession, video-game journalism. I've read letters sent in to your magazine, and others, from people asking things like "Can I get a job working on your magazine JUST so I can get loads of free games stuff" or saying "It must be fun working on a games mag JUST playing games all the time" and I know this must piss you off. If those were the only reasons (although they're not exactly bad points) you were doing what you do I'm sure there wouldn't be such a top quality product in front of me month after month without fail. It's not just your journalistic talents that I appreciate either. Your also some of the funniest bunch of bastards I know. By far the funniest read of the month. The hard work definitely shows. Well done boys.

I myself am about to start at college hopefully studying for the self-same occupation. Currently 16, professional work is still some years off but I would sure appreciate some tips on how to reach a career position such as yourselves.

On to the second point of anguish, and of more general interest, Sega Enterprises themselves, or more specifically, it's troubled subsidiaries otherwise



Deep Fear looks likely to be the last official Saturn game.

known as Sega of America and Sega of Europe. At this late date in the Saturn's short lived life there is no point in me going over the already said marketing mistakes by these two but I would like to voice a suspicion of mine if I could. Is it just me or is Sega Europe full of sh*t. I will provide you with my evidence then you tell me.

First of all I don't believe that Sega Europe even have a Japanese to English conversion team whatsoever. Name one Japanese release that later appeared here that didn't have to come out in the US first. I've read somewhere, that may not be true (Digitiser?), that Shining Force 3 was the last Saturn game to be officially released in the US. If this is true you might mention Deep Fear as an exception to the aforementioned rule. If (big IF) Deep Fear is released on these shores it might be down to the fact that 'all the dialogue is already in English', I think I read that somewhere in issue #34. Anyway, no doubt you will review it next issue (#36- 3 years of SSM -well done), but it's not like Sega Europe haven't let us down before, X-Men vs Street Fighter anyone. It's not like I'm not pleased with my Jap version but English text really would have been the icing on the cake. 'Licensing fee disagreements' my arse. Did anyone notice Capcom USA. actually bother to convert the game for the extremely limited U.S. demand? I don't think so, but I do think I've gone on enough. Keep up the good work and good laughs,

Tom Crompton, Manchester

PS I would really appreciate a reply to this letter, though not necessarily in print.

So you want to be journalist, yes? Well, for starters some level of objective observation would come in handy. Your comments about Sega Europe are ill-informed and unfair. Does it matter whether RPGs come out in the US or Europe first? (Shining Force 3, Riven, Atlantis and Panzer Saga came out here first for starters any way). As for Sega Europe's translation antics... well they Shining Wisdom independently of the US (where Working Designs did their own translation) and had Saturn been a success to rival PlayStation they would have done more. After all, back in the days of the Megadrive, they did MULTIPLE translations of one game into different European languages - Landstalker being just one example. RICH

THIRD PARTY CONCERNS

Dear SSM

I would like to point out a problem concerning third part developers for the Dreamcast. Having beheld arcade-quality screenshots of Sonic Adventure (on Game Online) and Godzilla, I am disappointed by all games created for the new console by people outside of Sega. D2 is a prime example - the animation may be good, but the central character still looks artificial and there is nothing exactly exciting about the snowscape. By contrast though, Sega's own games such as the aforementioned Sonic and Godzilla are fully utilizing the machine's graphical capabilities, so my the point of this rant is why are these other developers making productions with poor visuals. Don't they know how to program a Dreamcast like Sega do or what?

I think the majority of VF fans are with me on the fact that Sega should make VF4 for Dreamcast. With this technology they could outdo model III and should either make a new edition all together or tart up VF3.

Amarpreet Singh Basi, via email

Since Sega created the Dreamcast, it stands to reason that at this early stage they would know how to get better results from their own hardware. It's a bit too easy to criticise third party games who've had little experience with the kit... D2's still only around 30% complete and judging it this soon is not exactly clever - especially as Kenji Eno has stated in Japanese interviews that he's aware that the graphics need to be improved... and I dare say they will be. RICH



RADIANT SILVERGUN IS ACE!

Dear SSM

I am writing to thank you for bring to my attention one of the greatest games ever made. I'm talking about Radiant Silvergun, of course. If it were not for your fine coverage of this stunning title, I would almost certainly dismissed it as "just another shooter". It angers me to think that this game will never see the light of day over here, but utter tripe such as Iron man - XO and Three Dirty Dwarves are given official releases almost immediately. It's little wonder that the Saturn has died so swiftly in the west. I hate to say this, but Sony would have pounced on Radiant Silvergun and turned it in a triple A release this Christmas. Treasure have put so much time and effort into this game. Everything is perfect; the controls, the learning curve, hell, it even has a good plot! I won't go on to list the many positive points of this brilliant title as I would only be reiterating what you have already said in your review.

Now I'll tell you how much I paid for Radiant Silvergun. £60? £50? £40, maybe? No. I paid £30 for



Top shoot 'em up fun in the spectacular Radiant Silvergun.

it.

As Tom Holmes stated last issue, ordering over the internee from America is a bloody good idea. I've been doing it for sometime now, and I've been able to get hold of such rare titles as Konami MSX Antiques Collection, Langrisser Dramatic Edition and Princess Crown (which, by the way, is fantastic). It's near impossible to find these titles over here, and even then, they would cost double what you could get them for from the US. The latest Japanese titles, like Astra Superstars for example, cost less than £40. The extra bonus is that they are delivered to your door, and on average it takes about four days! All you need is Internet access (and let's face it, most people have that nowadays) and a credit card. The company I use is Tronix at tronix2@worldnet.att.net. They have a secure line for ordering, so your details remain private. So, here's my tip to all you readers; get on the internee and order Radiant Silvergun NOW! You'll thank yourself later...

Damien Worth, Hinckley

As I've mentioned before, Sega Europe are putting all their efforts into Dreamcast, into the future. They've conceded the 32-bit marketplace to Sony and are now coming up with a new, astounding hardware platform. That's why, unfortunately, titles like the mind-blowing Radiant Silvergun won't come out over here. And why consequently, the importers are bringing it across. RICH

WELL INFORMED READER

Dear CVG

Have you heard what Digitiser were saying about the Sonic Team on Friday? They were saying that they were hoping that they weren't doing Sonic Adventures on Dreamcast because of what they think were rubbish games like NiGHTS and Sonic 3D. NiGHTS is awesome and Sonic 3D wasn't even by the Sonic Team anyway. They then went on to say

Briefly...

Dear SSM

Surely the whole question of whether Dreamcast will be outdated by the fast moving PC technology by the time it gets released over here is a stupid one. It doesn't matter if the next wave of 3D acceleration is better than DC, the fact remains that PCs cost a couple of thousand quid, Dreamcast should cast a couple of hundred quid. See the difference?

Daniel Ramsey, Australia

We couldn't agree more, Danny boy. LEE

Dear SSM

Recently my friends have been telling me that Marvel vs Capcom may be coming out for the Saturn if the Dreamcast isn't popular. Is this true or is this just a bundle of rubbish?

Emmanuel George, Plumstead

Rubbish, unfortunately. Capcom's line-up was revealed in last month's interview. Essentially it's Capcom Generations, Marvel Super Heroes vs Street Fighter, Dungeon and Dragons Collection and next year, Street Fighter Alpha 3. RICH

Dear SSM

I recently bought Panzer Dragoon Saga and it is incredible! Playing it made me go back out and buy the original Panzer Dragoon and its sequel. Wow! Now with all the news of the Dreamcast going around, is it possible that Team Andromeda will do a Dreamcast Panzer game? Panzer Dragoon Saga Zwei perhaps?

A Loyal Reader, Glasgow

A Dreamcast Panzer shoot 'em up is said to be firmly in development, although there's no official word from Sega on the matter. LEE

Dear SSM

When you review Saturn games, do you use the 50/60hz switch which takes away the borders and runs the games faster, thus giving games a higher rating? Because not all Saturn owners have got switched Saturns. I feel it would be better to give two ratings, one for switched Saturns and one without switches.

Russell Hall, Herts

We review games as they are intended to be played, which means PAL games at 50hz (not that there are any more to review) and NTSC games at 60hz. LEE

Dear SSM

I read in the Official PlayStation Magazine that Eidos is doing another World League Soccer game for PC and PlayStation. Is Sega going to commission a Saturn version?

Darren Carpenter, Leeds

A version of WLS is heading to a Sega console, but it won't be the Saturn.... LEE

that Sonic 3D was the last Sonic Team game (again, remember it wasn't made by Sonic Team). Get it right Digitiser. Burning Rangers (which they still haven't reviewed and which I think you gave a very fair mark for) was the last one. They also said that Sonic Adventures sounded rubbish. Digitiser must pay for this insult to one of the world's best software developers! Now I've got that out of the way, down to business. As you can guess I am fairly well informed about the Dreamcast, not only down to you and SSM but also Game-Online. And I have to say the Dreamcast will rule supreme. PlayStation 2 will be DVD based, which may mean better technically but raises the price. Dreamcast will have internee capabilities, while PlayStation 2 doesn't at the moment. And also Sega is getting all the big third software companies to produce for them, Namco and Square possibly being some of them. Technically PlayStation 2 may be better, but from what I've seen of the Dreamcast I don't know how graphics can get any better. See you.

Michael Bell, Lytham

What's the point talking about Dreamcast vs PlayStation 2? At the time of writing it seems more than likely that we won't see Sony's machine in Europe until 2001! Digitiser like to court controversy by disagreeing with the common view - isn't it funny how everyone else thinks Dreamcast is amazing? They're entitled to their opinion, but as I've said time and time again, there's opinion and there's informed opinion. Oh and they probably meant to say that only the special stage in Sonic 3D was coded by the Sonic Team. To say that Sonic 3D itself was done by the Sonic Team when there's this huge Travellers Tales logo at the start of the game would be incompetence on a obscene scale. Just like sending us a letter addressed to CVG... RICH

GAME WINNER

GOB-SMACKED BY SONIC

DEAR SSM

A big thanks from me and I'm sure many other readers for a fantastic September issue in which you told us the news of Game Online covering the press launch of Sonic Adventure. Not owning a modem myself, I rushed around to my mates house on the 22nd of September and commandeered the use of his computer for a good couple of hours. What I witnessed from the screenshots was one of the most amazing looking games I've ever seen in all my life. Sonic, Tails, Knuckles and all the other characters seemed perfectly detailed and clear. The same goes for the environments. Once again I was stunned by the fact that this is all real time graphics. Screenshots in some places looked like a finished piece of artwork on my 3D studio Max software that I have to render.

That's the future... but the present is get your Saturn switched for about forty quid if you want top quality, full speed and the best games Japan has to offer, like Radiant Silvergun, Grandia, Dead or Alive and loads more, which I and many like myself would like to own.

If this letter has been printed then I'm sure that Sonic Adventure screenshots have been printed and hope that anyone seeing it for the first time will be as gob-smacked as I was. I have not been this excited since the official announcement of Dreamcast.

James Davis, Surrey

As mind-blowing as the Sonic Adventure screenshots are, you really need to see the game in motion to truly appreciate what Sonic Team has achieved. Imagine enormous and meticulously detailed 3D environments whizzing by at breakneck speeds, lavished with incredible special effects and running at an incredible 60 frames per second! Roll on November. LEE



There'll be plenty more DC exclusives on Game Online.

PC OR DREAMCAST?

DEAR SSM

Having been a supporter of Sega for many years, I now find myself with a problem. Do I buy the Dreamcast console next year, or stick with my PC, because Sega seem to be putting a lot of energy into Sega PC titles. And let's face it the DC does seem to be nothing more than a keyboard less PC. What incentive is there for me to buy their new console? Can Sega bring exclusives to their machine?

I am rather of the opinion that Sega are quite happy to stray from their native market, and concentrate heavily on the PC, but at what expense. Having made a few mistakes in the past I wonder if it's time for Sega to throw in the towel as far as Console dominance, and give other people in the gaming community a true feeling of what gaming is all about. This sounds clichéd, but this is my first letter (and it shows) but to hear your view would be interesting.

Paul Barrett

Sega Rally 2 would be the best example to use here. Yes, Sega are coding it for PC... but then they're improving the graphics and sound and adding in new game options to make sure that the Dreamcast version is superior. It's also unlikely that you'll see any of Capcom's titles and suchlike on PC either... RICH

WE WANT SIX BUTTONS!

DEAR SSM

I am sure that you guys there are sick of people knocking the new Dreamcast, so I won't but. But what I will ask is do you know if Sega is going to make a fighting pad for Capcom and other excellent beat 'em ups (preferably an exact copy of the normal Saturn pad). Finally, do you think you can reprint the Sonic Jam cheats for me? Thanks.

David Radcliffe, Fulbourn

Look at the vast selection of unofficial Sony pads out there and you should soon realise that as soon as Dreamcast is successful, there'll be tons of fighting pads produced, even if Sega doesn't do one itself! RICH

DREAMCAST ADVERTISING

DEAR SSM

I am annoyed with Sega's lack of advertising for the Saturn and now that the new machine is about to come out I was wondering if Sega is going to try a bit harder. All the loyal Saturn owners that buy your great mag know that the Dreamcast is going to be brilliant but the problem is that thousands of other people don't even know what it is. The bottom line is: do you think Sega is going to put a bit more effort into spreading the world of the Dreamcast.

William Kraemer, London

Presumably you haven't heard of the $100m marketing budget for Dreamcast in Europe then, along with the appointment of Phillip Ley's marketing company to promote Dreamcast. This guy was the person responsible for the Megadrive ad campaigns which as I seem to recall were marginally successful. RICH

AN HONEST OPINION

DEAR SSM

Great mag. I read it every month, mostly for the humorous Virtua Writer pages and in particular your venomous responses to the ridiculous bunch of letters you get. Other mags are all "oooh, sorry you didn't like our review score, please keep buying our mag" etc... Whereas you guys just tell them to sod off. That's what other mags should do, be honest instead of patronising their readership.



Godzilla looks cool, but not as good as Sonic Adventure!

Continuing the honesty theme - the main reason for me writing was to ask about the games that you've shown for the Dreamcast. In all honesty, what do you think of D2, the two NEC games, Godzilla and Sonic Adventure? I saw Sonic on Game Online and it looks really cool, but what about the others? They're not exactly Model 3 quality are they?

Anyway, keep up the good work. I'm looking forward to more Dreamcast coverage over the coming months and the inevitable "Can Dreamcast play Saturn games?" letters you'll be getting for the foreseeable future. Cheerio.

Daniel Fairview, Newbury

Here's exactly what I think of the games you mentioned. Sonic Adventure is utterly amazing - a real showpiece video game which everyone who has actually seen it will confirm. I don't think it's an accident that the game nearest to completion

looks best. As for the others, it's difficult to judge since I only saw D2 at a really early stage (as I said in my report in issue #34) and have only seen the screenshots on the other games. The NEC titles look weird, that's for sure but until I've played them I won't judge them. Another thing to point out is that Sonic is only game I've seen running on a final machine... the NEC titles are running on an old development kit, as was D2. Honest enough for you? RICH



LAST CHANCE FOR SEGA?

Dear SSM

Talk about the last chance saloon for Sega in the home console market. We are being given the usual stuff in your mag - the Dreamcast can do this, Dreamcast can do that, impressive performance stats, add-ons we will never see.
From Sega Europe we get crap adverts, the general public gets only Sony ads morning, noon and night, so the public become ignorant to the quality of Sega. The loyal user base picks up the pieces and gets its nose rubbed in it again, the add-ons dry up first, then the games, so Sega Europe stops everything. Then the project in Sega Europe goes belly up. You say Sega Europe has got big plans for advertising, you say internet gaming is available. Well it had better be, or I for one will not buy another Sega machine that is compromised before it's on the shelf. We want choice, we want link-up cables, we want modems, we want 98% of the release schedule of what is available in Japan and we want big third party support.

David Harper, Manchester

It's this sort of bitterness that Sega has to battle through to win back support. The thing is though, they're going to reposition themselves as an entirely new company with Dreamcast being the main brand, not Sega. It's like saying that you won't watch Sky TV because you don't like The Sun. Both are owned by the same company, run by the same company, but they're completely different brands. To address some of your other points: Sega has $100m of marketing budget to spend in Europe (that sounds pretty big to me) and believe me you DON'T want 98% of the Japanese release schedule. It's a different culture over there, meaning different styles of games. Trust me: most of the Japanese Saturn games are complete rubbish. Any way, what's the point of Sega sinking money into Saturn adverts when Sony now own the marketplace? When was the last time you saw a Nintendo 64 ad? RICH



Do you seriously want this Japanese crap over here?

MAD JOCK MCMAD AWARD!

Dear SSM

(and the bedraggled Saturn masses)
It's a sad day indeed when the hardcore Saturn enthusiast is forced to jump ship. Forsooth, let it be known that this writer has booked a berth on the Good Ship Nintendo after 28 months of sanguine Saturn seafaring. It's never an easy, nor wanton choice to let your 'ship of dreams' sail off into the sunset, but then who could have foreseen the high seas of havoc skullduggery that has been the vanguard of Sony?
For too long it has been perceived buy many within the pages of SSM that Sega itself played no small part in the Saturn's damnation, but only now, on the cusp of a new voyage with Nintendo can I see events through a glass brightly. It wasn't Sega who failed to deliver the Saturn's lifeblood, it was Enos the Conqueror who mercilessly bled the market dry... desecrating the waters of tradition with a false prophet of technological wonder. And the gazillions believed. They opened their tiny minds to the newfangled Alpha Channel - all precious little 32 shades of it - and they thought that this was nirvana. Nevermind the butt-ugly warped and contorted textures of their Z-dimension, this was a necessary evil.
And so the myth was perpetuated by Enos, year after misleading year. The Saturn was derided, it's properties condemned, until all but the gnostic could face the truth. It was time for new blood. But the corpuscles of the fallen would not regenerate until 1999. That's one whole year folks, before Dreamcast will descend upon a jaded, bone-dry mass of humanity.
Enos will not steal the future. And it will not usurp the present. Not when a 64-bit entity shakes the ruins with ridiculously good software like Doom 64, Turok 2, Quake 2, Wipeout 64 and perfect dark. This is the here and now, survivors of Saturndom, and as much as the past glories (and distant futures) of Sega's finest shine messianically in the minds of Richard Leadbetter and throng, it is cold - unbearably cold - comfort to the living fragments of Sega's once gilded community (ie the cast adrift public).
Don't be mistaken, don't be mislead, get a Nintendo 64 instead. Your advocate has spoken. For the record I will keep reading SSM in anticipation of The Deliverance. Oh yes.

Steven Wrangell, Australia

So... we judge Steven Wrangell from Australia to be mad. Quite mad. Almost insane, if you will. Now you might imagine that it's all down to his flowery vernacular and "Prophet of Doom" style ramblings. But it's not. Nope. Steve, you are quite clearly two tokens short of a pop-up toaster for recommending Nintendo 64! FACT: there have been more triple-A quality Saturn releases this year compared to Nintendo 64. True, N64 will continue to produce games after the last Saturn game comes out over here, but the undeniable fact remains that the Saturn has MORE quality games than Nintendo 64... an observation our completely independent multi-format title CVG has recently picked up on. RICH



The N64 has nothing to rival the awesome Sega Rally.

DREAMCAST 64-BIT OR 128-BIT?

Dear SSM

I am a regular reader of your magazine and I am getting so excited about Dreamcast, it looks amazing! However, when I was reading Digitiser (on Teletext) I was very confused to read that Dreamcast is only 64-bit, but in your magazine it was clearly stated that it is a 128-bit machine. Please answer my letter, I need the truth!

Will Hall, Yorkshire

Dreamcast's main SH-4 CPU has an internal 128-bit bus, but communicates to the outside world (ie the other chips, like the graphics and sound processors) via a 64-bit bus. RICH

SATURN GAMES ON DREAMCAST?

Dear SSM

I'd just like to start off this letter by saying that I've been reading your esteemed magazine for years now and it is truly the best videogames magazine available. But enough of the sucking up (though it is well deserved) and onto the main reason for my writing you this letter. I know that Dreamcast won't be able to run my Saturn games, even though latest rumours suggest that Sony is making PlayStation 2 backwardly compatible. Now I'm not going to start moaning and saying how Sega are ripping their customers off and all that bollocks, because I don't think anyone seriously believes that. But what I was thinking is that with the emulation scene being so big, and given the fact that Dreamcast has a built-in modem, is it at all possible that we will be able to download a Saturn emulator on our Dreamcasts? The Dreamcast is infinitely more powerful than the Saturn, so it shouldn't really present too many technical problems, should it?

Dwight Schultz, no fixed abode

Stranger things have happened. In fact, latest internet rumours suggest that Sega is on the look-out for a PlayStation emulator to run on Dreamcast... LEE

Q&A

Well, this is it. The last ever SEGA SATURN MAGAZINE Q+A. It's been a funny old ride since I took up the Q+A answering mantle wwwaaaay back in issue #12. There've been laughs, tears and sometimes even a genuine, informative transfer of data from my mighty intellect to you lot. And now it's all over, savagely curtailed by the powers that be. But hey - enough of this. This page is all about you lot having your probing, incisive queries addressed by the man who knows (that'll be me then) so let's cut the yakkin' and get on with the letter answerin'!

IMPORT DREAMCAST QUERIES

Dear SSM

You may have noticed I've addressed this letter to your letters page. Therefore, I have some questions for you:

1. I'm thinking of getting an import Dreamcast, something I've never thought before with any console. Will I have to get my TV modified, buy any special link cables or anything like that? If I do, can you tell me how much they'll cost?
2. Does Sonic Adventure heavily depend on RPG elements or will I manage without? Personally, I'd rather not have to wade through gallons of Japanese babble to get anywhere with the game.
3. Finally, do you know if Sonic Adventure will utilise the VMS for anything other than A-life?

Thanks for your time,

James Duffy, via email

1. Unless you want to plug your Dreamcast into a PC monitor with the optional lead, you'll need a TV capable of displaying a 60Hz signal. 2. I should think you'll manage adequately from what I've seen. 3. I don't think so, no.

GRANDIA AND MODEL 3 FIXATION HERE

Dear SSM,

Hello could you please answer my burning questions?

1. What is the difference between Model 3 and the Model 3 Step Two board?
2. Sega say that Dreamcast is as powerful as, if not more, than Model 3 but is it capable of Model 3 Step Two power?
3. Have Sony now got the rights to Grandia and if so when will it be coming out?
4. If the answer to question three is "no", is there any chance of Grandia or a sequel on Dreamcast?
5. In your opinion which is better Grandia or Final Fantasy VII?
6. The last one know: I have played Sega Rally 2 in the arcades and it is great, but why did Sega (or whoever made the cabinet) not make a European version with the hand brake on the correct side (the left) and not like the yanks on the right.

Thanks for answering my questions (if you do that is)

Thanks Sam, via email

1. Step Two "does" more polygons than the basic Model 3. It really is that simple. 2. Oh yes sir! 3. Sony don't have the rights as such, but I believe that Game Arts ARE converting it if that is what you mean. 4. Oh yes indeed. 5. I didn't play Final Fantasy VII that much - I seemed to spend tons of time following people about and got bored of it. Apparently it gets better though. 6. I don't know - what am I, an oracle? Fair point though.

OH MY ACHING HEAD

Dear SSM

Just a few more questions for your aching heads.

1. What are Sega Europe going to do to keep their profile and 'awareness' up until the release of the DC?
2. Having seen the screens on Game Online, I'm worried that Sonic Adventure will have annoying camera syndrome. You've seen it playing, so does it?
3. Is there a way to kick Sega up the arse so that VF3, Fighting Vipers 2, Sega Rally 2 and Daytona 2 come out on the DC quickly?

Jaime Hunt, via email

1. They aren't. Dreamcast is an all-new brand and all ties to the past (ie Saturn) will be severed in the intervening period. 2. Nope - in fact the camera angles show the action at its spectacular best. 3. Nope, Sega itself is a corporate entity and as such has no "arse".

HE'S CHOMPING AT THE BIT

Dear SSM,

Dreamcast looks set to do the business when it comes out in Europe next year. I'm quite literally chomping at the bit and can't wait to get my hands on the new machine. However there are a few questions, which I'm hoping that you can clear up for me:

1. I remember reading in your illustrious publication that Dreamcast creates the screen image in its memory and then scales down the image to fit the capabilities of the television being used, or something to that effect. Is this correct and if so does it mean that European, American and Japanese Dreamcasts will all run games at the same speed with minimal borders? I think it must. Wouldn't it affect gaming if a Japanese player and a European player were playing each other over the Internet and the games were running at different speeds?



What's the deal with Dreamcast Sega Rally 2 then?

2. I am a little uneasy about the fact that Dreamcast only has 16MB of memory. I can see some developers like Capcom kicking into high gear and creating a gaming masterpiece which can't be ported over to Dreamcast because it uses too much memory, even with the high-density format capabilities and VMS, I can see it coming. You know more about this than me, so tell me why it won't happen... please!
3. I know this will make me sound inept, but what exactly does it mean when a CPU can perform real-time 3D, and why is it so important?
4. Is there any chance of seeing an "Unlucky European Saturn owner Capcom Retro Pack" on Dreamcast featuring all the 4MB titles that we're not lucky enough to get officially?
5. Sega will still port Model 2 to Dreamcast won't they?
6. Is there any chance of seeing SNK's Samurai Shodown 64 on Dreamcast?

Answer my questions and I will love you all.. spiritually. Yes, even Lee.

jka via email

1. If the Dreamcast has PAL borders and slow-down, I will be greatly surprised. And disappointed. As for the different speed thing, that's a good point, but I'm more inclined to believe that there will be few problems. After all, a Pentium90 is a lot slower than Pentium200MMX and yet these computers can link up over the net for some Quake action with no hassle. 2. I wouldn't worry about the memory issue - you don't have vast chunks of memory consumed by Windows 95 so it's not an issue. 3. Hey, even the Spectrum CPU did real-time 3D with the arcade conversion of Star Wars! Essentially it means that the 3D is calculated on the fly as opposed to being stored in memory like full-motion video. 4. I doubt it very much. 5. I don't think it will be interested in bringing old coin-ops to Dreamcast unfortunately. 6. I'm not sure. I don't think SNK are at the moment either!

FAQ

Here it is, for the last time, the selection of questions that "you lot" have been asking en masse. Let's have a look, eh?

1. Is Deep Fear the last European Saturn game?

Yup... it certainly looks like it, with Sega going into hibernation planning for a triumphant Dreamcast launch next year. There are still some cool import jewels to look up though - mostly from Capcom, such as Marvel Super Heroes vs Street Fighter, Capcom Generations and Street Fighter Alpha 3.

2. When will Dreamcast come out? How much will it be?

Dreamcast will be out on November 20 in Japan, priced between 20,000 and 30,000 Yen. Expect a European launch in September 1999 for around two hundred quid.

3. What are these rumours about Sega Rally 2 being enhanced for Dreamcast?

As far as we understand, when Dreamcast comes out in Japan, Sega Rally 2 will be available, but just as a simple arcade conversion. However, new tracks and cars will be added to the European launch version and these enhancements will be so vast that the game will then be re-released in Japan!


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Ladies and Gentlemen...

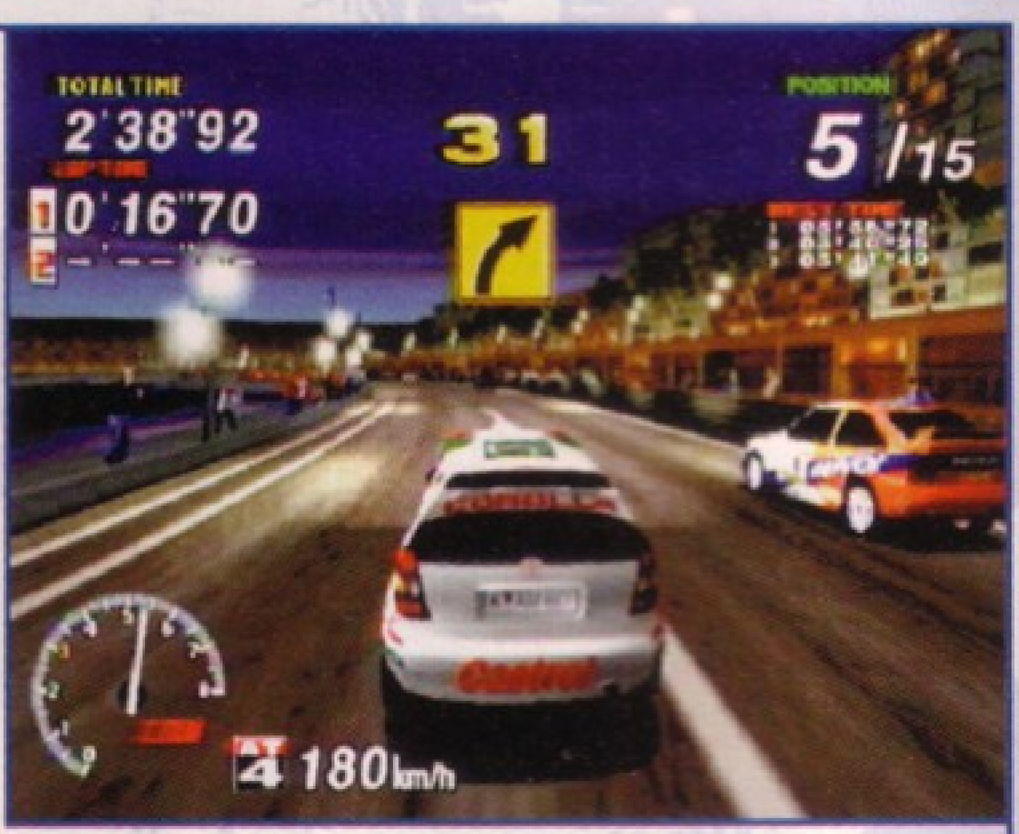
The Future!

Judgement Day: November 27, 1998

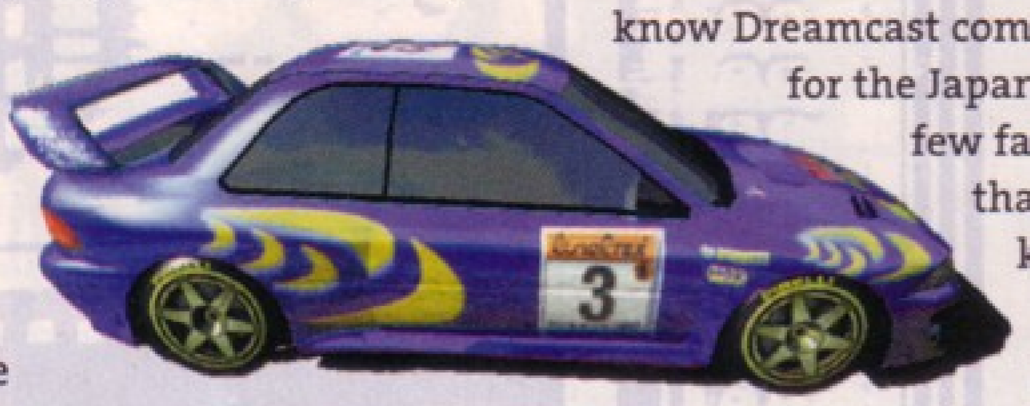
Delayed one week to ensure a perfect launch, Dreamcast hits Japan on November 27th, 1998 - the most important day in Sega's history. Millions of Japanese gamers will be camping outside shops to make sure they bag one on launch day, while details of the first games will be made public on October 9th at the Tokyo Game Show. We're horny... horny, horny, horny!

SEGA RALLY 2





Two words and a number that should make any right-thinking human want to buy a Dreamcast, Sega promise an enhanced home version of the arcade smash racer will be on sale at launch. Sega's incredible secrecy of Dreamcast arcade conversions means no pictures of Rally 2 have been released, although a few Dreamcast details have emerged, with eyewitness reports from inside Sega suggesting that the game does a great job of emulating the coin-op's technical features (all hi-res, 60fps, real-time reflections, glass effects and so-on), so expect great things of this, especially with Dreamcast's smaller-than-you'd-think analogue pad controlling the action.



But there's one big extra - Internet play! We know Dreamcast comes with a modem built-in for the Japanese market, and one of the few facts Sega have confirmed is that Rally 2 will contain some kind of online multi-player mode. We don't yet know the specifics of how this is implemented, but with Sega's oft-made assurances that Dreamcast games will feature many home enhancements it should be something special. Online tournaments? Massive multi-player races? The possibilities are endless!

Rumours that Dreamcast Rally 2 contains the original game's tracks have been occurring so frequently that we're beginning to doubt their accidental nature. Indeed, it's almost certain that the home game contains a total of ten courses with more than ten cars to race... but the incredible secrecy surrounding Dreamcast's launch means nothing is official until the announcements start at the New Challenge 2 conference in early October. Plus, the European version we'll get next year is rumoured to be a total redesign featuring an incredible forty stages! Whatever happens, the pedigree of Rally 2 combined with the power of Dreamcast should ensure that every gamer wants a copy of this. We're gagging.







▲ The Dreamcast version should look just like this!





▲ Hmmm... we didn't get Dreamcast shots in time. Sigh.





VIRTUA FIGHTER 3 TEAM BATTLE





All the rumours end here - VF3 is definitely a launch game for Dreamcast! Can Dreamcast 'do' Model 3? From what we've seen of the tech demos and Sonic Adventure the answer is a dead-cert 'yes!', but seeing VF3 in action on Dreamcast will be the ultimate Judgement Day for Sega's great white hope. While tattle-tail Sega sources tell us an RPG based around the early exploits of key VF guys is also under development for release next year, it's the conversion of the arcade fighting classic (STILL the most popular coin-op in Japan!) which should ensure Dreamcast-filled Christmas stockings hang beside fireplaces in millions of Japanese homes this year.







▲ Arcade Virtua Fighter 3 screen shots, unfortunately.

Again, rabid secrecy surrounds this highest of high profile launch games, with Sega guarding VF3 with their lives, threatening to kill the children and loved ones of anyone who leaks information about this cornerstone title. What we do know is that it will be a conversion of the Tag Battle version, which features (amongst other things) enhanced stages, a few extra moves, and the three-on-three tournament mode.



▲ Look for Dreamcast shots on www.game-online.com

Extra home options? Certainly, but the only information confirmed by our brave insiders is that the Dreamcast game features 12 characters and 13 stages... which appears to be exactly the same as the coin-op. Not that we're complaining - the original is the best beat 'em up ever created! An arcade-perfect Dreamcast version with buckets of secrets is a dream that should come true on Judgement Day - November 27th, 1998.



THAT'LL BE ONE ARM, ONE LEG, YOUR LEFT TESTICLE, YOUR FIRST-BORN SON AND A NIGHT WITH YOUR SISTER, PLEASE!

Thinking of getting a Dreamcast on import? Well, the minimum price importers will be charging should be around £300 - and that's without any games. Obviously you'll want copies of Sonic Adventure, Sega Rally 2 and VF3 - count on importers charging at least £70 each for these awesome games. Oh what the hell, get Pen Pen as well, it looks like a laugh. Then there's the step-down converter. DO NOT plug a Japanese Dreamcast into the mains, as Japan runs on 120v power, we're on 240v, so you need a £20 step-down unit or it'll blow up. Really. The good news is that a monitor cable will be available at launch, allowing the machine to be plugged straight into a decent PC monitor to avoid TV compatibility problems. But it'll be an extra twenty quid. So that's an epic grand total of £620. Plus... rumours from Japan suggest Sega are being very strict on companies selling quantities of machines abroad, so if importers' stocks are short you could quite possibly expect to pay double all these prices. Still, VF3, Rally 2 and Sonic Adventure... we'd swap our nuts for one!





IT'S ON A NEED-TO-KNOW BASIS...

Japanese police have been finding dead programmers dumped in seedy back streets all over Japan. Why? Sega Japan has been topping slack-jawed gossips as a warning to others not to reveal ANY information whatsoever about Dreamcast's launch - it really is a military operation Sega are running for Dreamcast. That said, we managed to cram some documents in a balloon and stick them up our... well, you don't need to know how we found out. Please, for your own safety, cut-out this page and eat it once you've read it - if Sega Japan catch you with this information in your possession you're as good as dead!

Release: November 27th, 1998
Price: Anything from 20,800 to 30,000 Yen (£100-150)
Software price: 5,800 Yen (£32 - same as Japanese Saturn software)
Peripherals: PC Monitor cable, RGB Scart lead, blank VMS devices, extra joypads.
Launch games: VF3tb, Sega Rally 2, Sonic Adventure, Pen Pen Triicelon, Seventh Cross.

JULY

The game is based around Nostradamus' apparent prediction that the world will be wiped out in July 1999. Showing a total disregard for this prediction, Sega have chosen to launch July in July 1999... won't they look silly if we're all killed before it hits the shops? Hopefully mankind will survive long enough for us to play it, as judging from what little we've been allowed to see so far, it looks like being a great modern-day adventure tinted with a little bit of sci-fi mystery for extra fun.

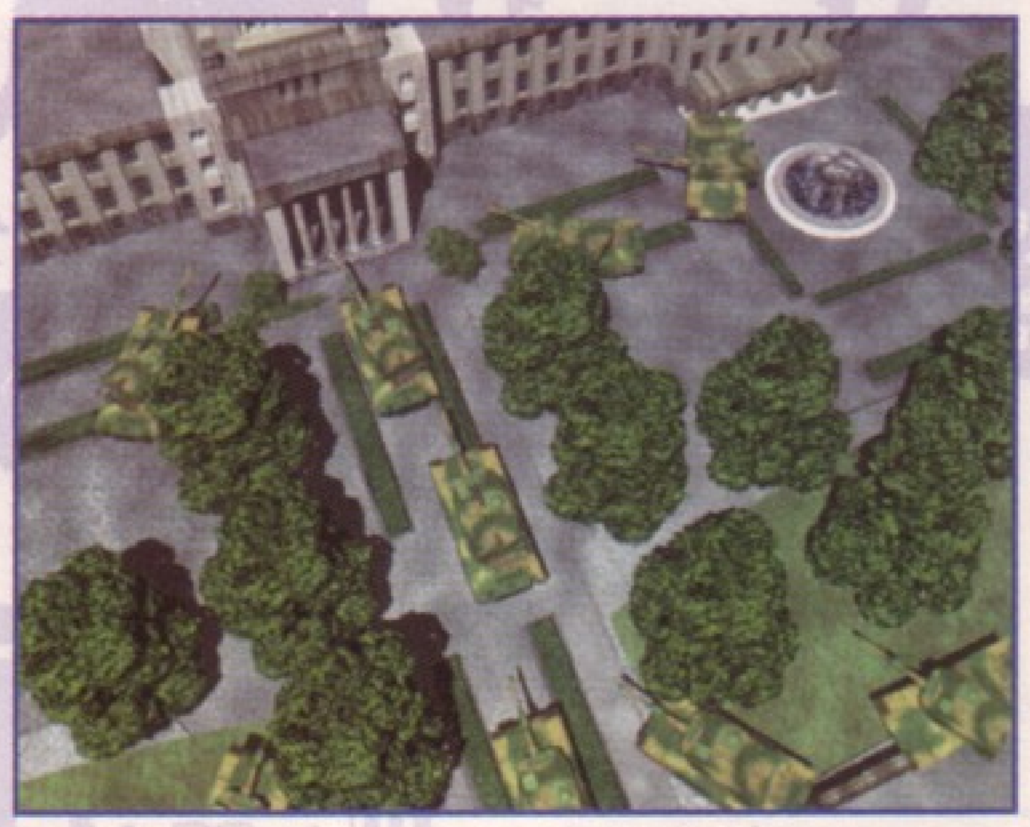
The sci-fi bit is this: people are starting to mutate, and children are being born without any, er, private parts to reproduce with, but by way of compensation (!) they also have bodies that do not age or die. The story centres around a guy called Gene Raven. Gene's father has been experimenting on his poor son to find out the cause of his abnormality, when the tests become too much to bear - Gene goes loopy, kills daddy then joins with other mutants to start a new life.





Anyway, in an X-Men-style plot twist, these sexless mutants then decide they're better than the rest of us, so decide to gather together the rest of the freaks and destroy the inferior human race! Well, when you've got no private parts all that pent-up tension has got to come out somehow. Oh, and then there's the sub-plot - a young student called Makoto Takamura is caught in a terrorist explosion in London. His sister is killed in the blast, his mum badly injured, and his dad - who just-so happens to be a top research scientist - gets kidnapped by a mystery organisation! Now that's a plot.





It seems to play in a fairly similar way to Resident Evil, but this is Dreamcast, so expect everything to be real-time and totally interactive. Sega promise a cast of over 150 characters are in July, many of whom you interact with through the game, promising a very open plot with the player deciding who to side with as events unfold. Sounds good. As long as we live to see it.





▲ It really is exactly like London! We should know!



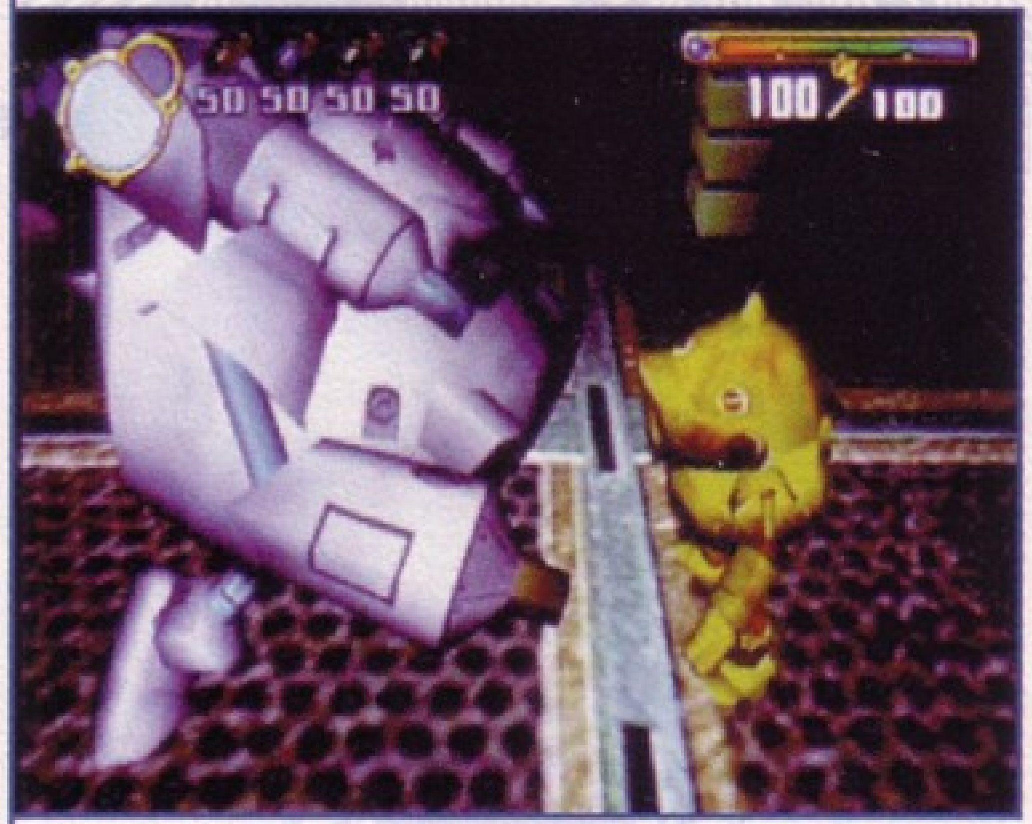
▲ Hey the old EMAP offices in central London used to be prone to paranormal activities just like in this new game!

ELEMENTAL GIMMICK GEAR

No more Bomberman for Hudson, at least not for a while anyway. Their debut Dreamcast game goes under the rather unfortunate title of Elemental Gimmick Gear, although this super-detailed 'action RPG' has already whipped the Japanese press into a frenzy. Mind you, they're a bit funny over there.

Anyway, there's this distant planet, right, and there used to be this advanced civilisation that fell into ruin. Thousands of years later, archaeologists unearth this strange device left over from ancient times. Even stranger, they find a sleeping man inside it! The man remains asleep, while the modern-day scientists set about recreating this ancient device - the Elemental Gimmick Gear. These EGG things become extremely popular (it's used as a vehicle), until everything goes pear-shaped and massive earthquakes start ripping apart the land. The sleeping bloke is awoken by all the hubbub, and, yes, he's got amnesia and sets about investigating. That'll be your job then. It's basically an RPG, using amazingly detailed hand-drawn backgrounds.





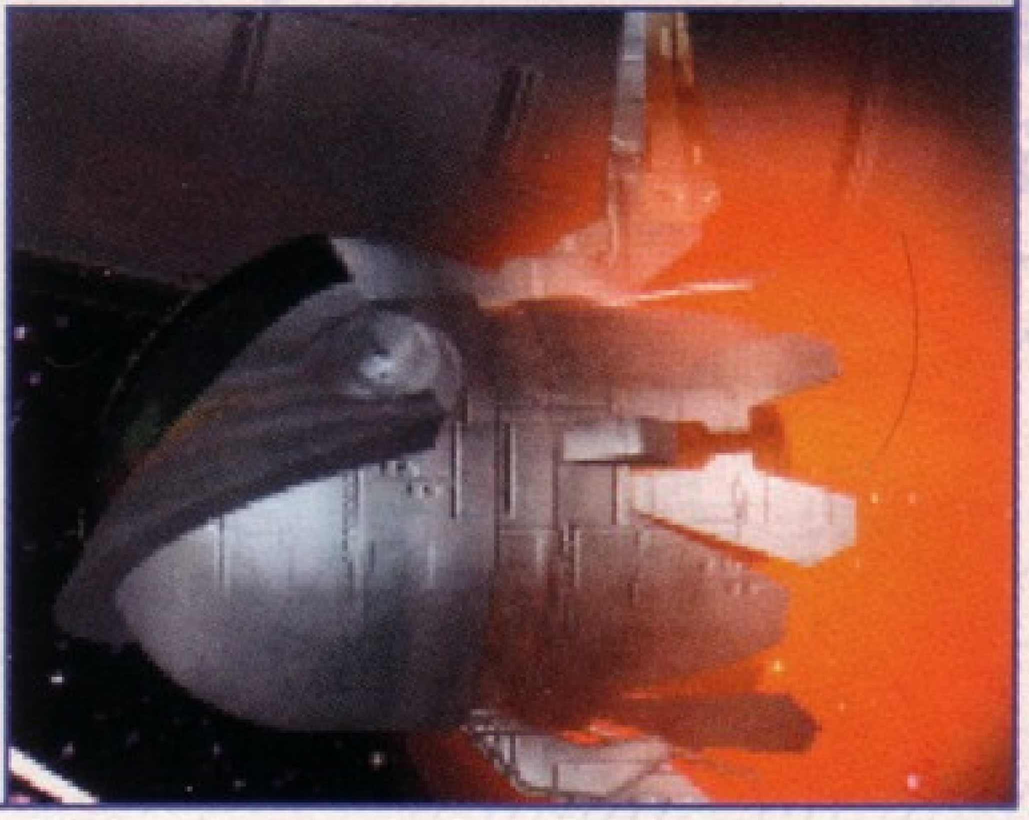




The battle sequences all use full real time 3D though, with the bosses using huge numbers of polygons and complex light sourcing (such as spot lights and explosion-blasts) to make the battles even more realistic. The normal RPG exploration sections are all in pre-drawn 2D, although the designers are keen to stress that the high-resolution, superbly detailed drawings used are a huge leap forward over traditional sprite-based graphics. And it looks that way too.







TO THE NORTH: WHITE ILLUMINATION

It seems a memo went round the offices of Hudson asking people to think up weird names for their Dreamcast games. How else could one company think up both Elemental Gimmick Gear AND To the North: White Illumination? No matter, it's just great to see a respected developer like Hudson getting right behind Dreamcast right from the start.

Anyway, this game is something of a team-up effort, as Hudson, Sega and Red Company (who make the Japanese smash-hit Sakura games) are working on this together. The game follows a boy as he goes on holiday, with the designers using game locations based on real Japanese tourist spots. The lad spends two weeks in a town called Sapparo with eight (!) girls, who he becomes friends with and promises to visit them again the next winter. No doubt planning to warm his cockles up a bit.

This is where the game proper starts, with our horny hero heading North to meet his girly chums to, er, play videogames or something. It's being called a 'travel simulation' by the makers, which we reckon is just a posh name for an RPG, but with the Sakura design team and the "awesome power of Dreamcast" (© SSM, 1998) behind this project, expect something of an epic game. Now Hudson, stop messing about with this noncy RPG nonsense and give us some ace Dreamcast Bomberman action!






180


100
61



UNREAL

SPECIAL REPORT

The state-of-the-art PC "game of the moment", Unreal, is currently in the throes of development for Dreamcast over at the labs of Epic Megagames in the States. What can we expect from the Dreamcast rendition when it eventually appears? Find out now!

Every screenshot in this feature is taken from an in-game scenario - even the super high-resolution shots we've used for artwork are derived from Unreal itself - testament to the sheer power of the new game engine that Epic Megagames has created.

It has to be stressed that the Dreamcast rendition of Unreal is still very much in developmental infancy over in the States, with the Epic guys busy porting the engine to the new Sega machine before setting about porting the rest of the game. However, we can say with absolute certainty that the graphics in the console version of the game will be a virtual match for what is shown here.

As regulars readers of SSM know, the Dreamcast's 3D power is derived from Videologic's PowerVR second generation 3D rendering chip. As well as featuring in the Sega machine, the chip will appear as a 3D accelerator for the PC... so the PC shots on these pages are VERY close to what we'll be seeing in the Dreamcast edition of the game. In fact, since Dreamcast's main CPU is designed especially for 3D applications and it doesn't have any of the bottlenecks of PCs, we can expect to see a conversion even better than the original.

Sega's Dreamcast design, which offers high compatibility with PC programming, allows marvels like Unreal to be translated to the new machine with relative ease. This is a good thing in the case of titles like Unreal, but let's hope that the floodgates of crapola PC translations aren't opened when Dreamcast is released...

WHAT'S IT ALL ABOUT?

You might have heard PC owners waxing lyrical about the wonder that is Unreal... after all, it just happens to be one of the most visually accomplished videogames ever seen. The lighting effects and game engine are more advanced than anything seen either in or out of an arcade. There is a vast raft of improvements in Unreal over Quake 2's engine and it's not just down to visual frippery like the lighting effects. The id software game always focused on an enclosed environment - you could never "go outside". This is not the case with Unreal, which handles internal and exterior scenes with equal ease.

Okay, so you're going to need a vastly powerful PC to get a



Unreal's engine allows for some absolutely spectacular underwater effects.



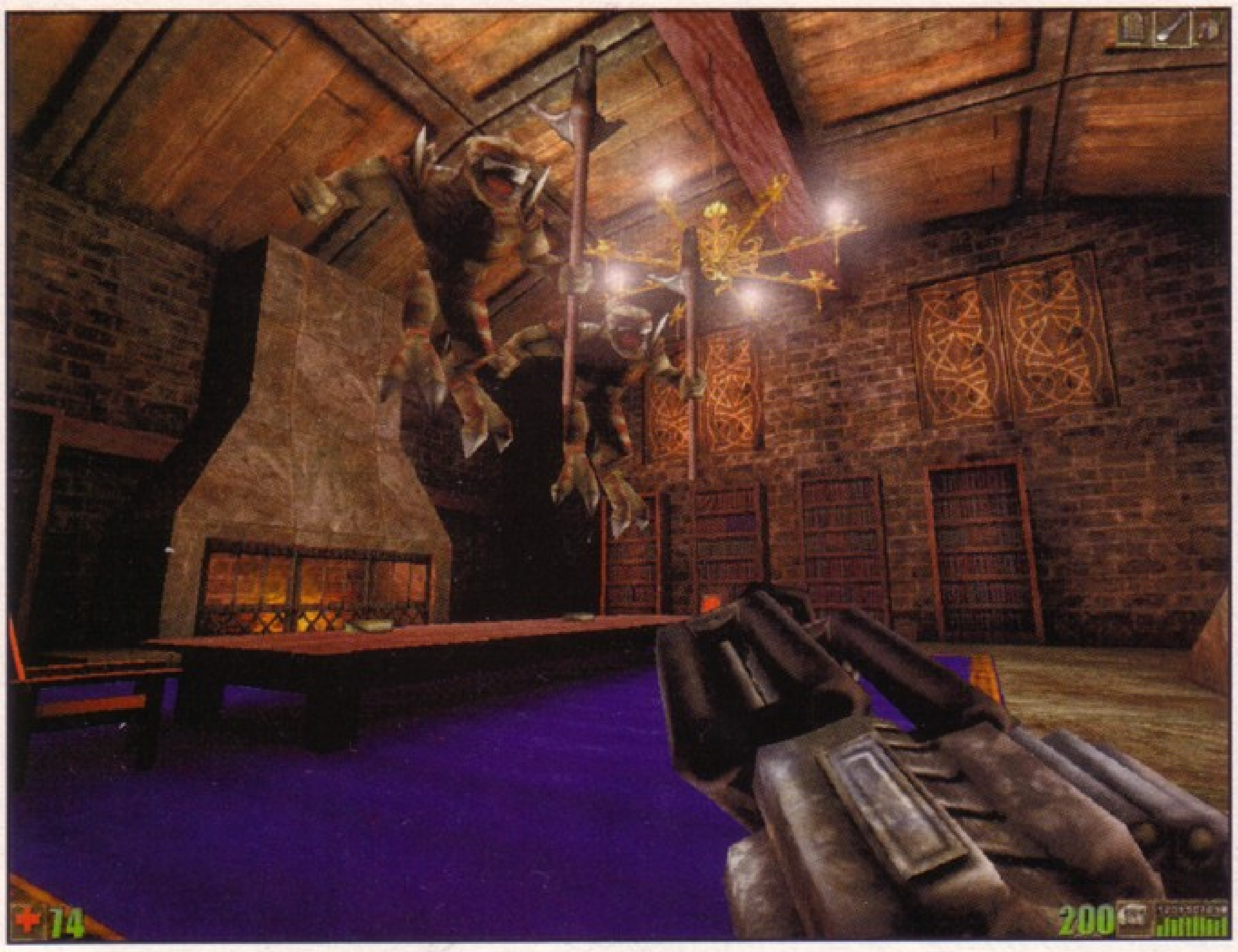
▲ The plasma effects on this weapon are most impressive to behold.



▲ Deadly underwater octopus action! Beware!

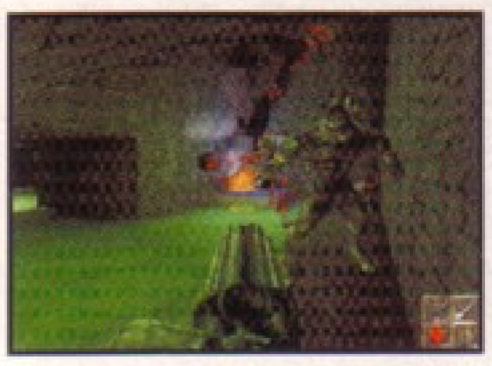


▲ Incoming enemy shots are equally cool to see!



Quake may have set the standards for gameplay in this genre, but it's Unreal that has redefined the term "awesome graphical capabilities"

Unreal's licensed engine allows other developers to jump onto the first person shooter bandwagon. Duke Forever would be great!



decent frame rate, but obviously this is not going to be an issue with Dreamcast, where we're expecting a UK price point around the two hundred quid mark. Imagine... top spec PC performance (in fact better than that) for a relatively tiny price! The possibilities are endless.

ON THE GAME

You might be mistaken for thinking that Unreal is little more than a glorified Quake... and to be honest, that's pretty much what the game is. Of course, the centrepiece is the absurdly good-looking game engine, but essentially the gameplay remains the same: solve logic puzzles, kill bad guys, find the exit to the next level... you get the idea. Look, if it's a grand expansion in the realms of gameplay you're looking for, you're going to be in for a disappointment. However, the game does have its own set of charms.

Unreal does act to up the ante in various areas of game design, though. Whereas the monsters in Quake are near mindless entities, Unreal's bad guys have a far greater degree of artificial intelligence. They'll run off if scared, they'll attack in groups, they'll actually try to anticipate your moves... basically, expect a bit of a tougher ride than you would from Quake!

The precedent of gore set by Doom means plenty of blood 'n' guts in Unreal!











▲ The sort of poor aiming demonstrated by Lee in his Quake gameplay.



WHAT AN ATMOSPHERE

The real key to the success of Unreal has to be the sheer atmosphere that the game successfully manages to generate. The game opens with the player escaping from a prisoner ship that's crash-landed on a mysterious world. The initial rush through the ship is packed with incident (and also manages to showcase

TOOLS OF DESTRUCTION

Most first person shooters (or FPSs as they are commonly referred to) have the usual array of weapons: pistols, shotguns, machine guns, rocket launchers and such and such... However, Unreal's more science fiction style setting means that there's quite a lot more variety in the weapons of mass destruction you have available. There's a token Magnum pistol, but otherwise you're treated to laser guns, multiple rocket "eight ball" launchers, toxic glob guns, buzz-saws... you get the idea. The other cool thing about these more exotic weapons is that the programmers really went to town on creating stunning visual effects whenever you shoot off. Not bad...





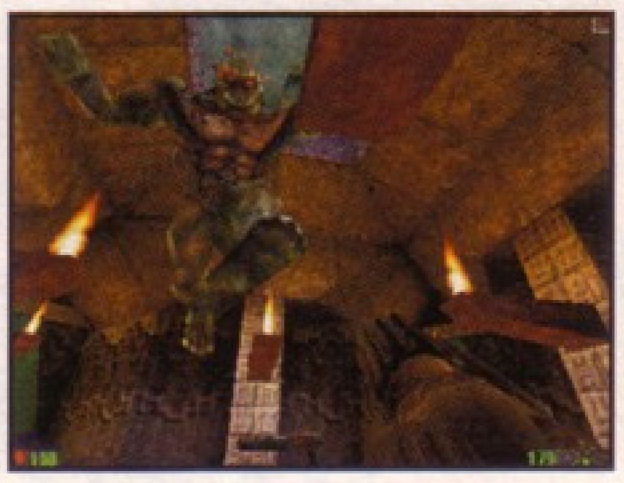




▲ The monsters look cool in their static incarnations, but when you see how well they're animated, you'll be astounded.

The Unreal engine uses just about every cool special visual effect that the Dreamcast is capable of producing – expect big things!





▲ Expect the Dreamcast game to look identical to the PC version pictured.

a great deal of the awesome graphical effects, such as fogging and reflective floors), but the tone soon changes once you gain access to the outside world, where vast plains open out, with tiny hits in the distance, rabbits scurrying along underfoot and vultures circling above.

The atmosphere is further heightened with the use of phenomenal stereo and surround sound effects. With the Dreamcast's advanced Yamaha sound chip (which has surround sound capabilities built-in), replicating the entirety of this superb atmosphere should be no problem at all!

MULTIPLAYER ACTIVITIES

One of the big revolutions in recent gaming history has been the advent of multiplayer action over the Internet. Quake was really the game to establish this, but Unreal offers similar capabilities, allowing PC owners to log onto the net and do battle with people across the world.

Of course, the addition of the modem to the Dreamcast console allows similar capabilities to be accessed to the average non-PC owning gamesplayer. With Dreamcast's close affinity to PC hardware, there shouldn't be too much of a problem logging on to PC Internet servers and using the Dreamcast game to play against PC owners!



It should be very simple to achieve in theory, but whether we'll see this in the final game remains a mystery at this time. The bottom line though is that games like Unreal are what the Dreamcast modem is essentially there for - bringing a whole new dimension in gameplay to the more casual gamer.

Expect this game to be big...

BUT THERE'S MORE!

The fact that Epic has managed to convert its Unreal engine to Dreamcast means a lot more than just seeing a conversion of the game itself appearing on the Sega machine. You see, Epic has licensed out its 3D engine to many other companies, including 3D Realms, who are producing a new Duke Nukem game using this spectacular visual technology. I think you can see where we're heading here: licensees of the engine will be able to effortlessly take their games across from PC! If it means seeing Duke Nukem Forever on Dreamcast, that's just fine by us! By the way it's worth pointing out that this mighty fine screenshot shows the game when it was running on the Quake2 engine (the Duke guys switched to the Unreal technology in May), so expect the final PC title to look tons better...



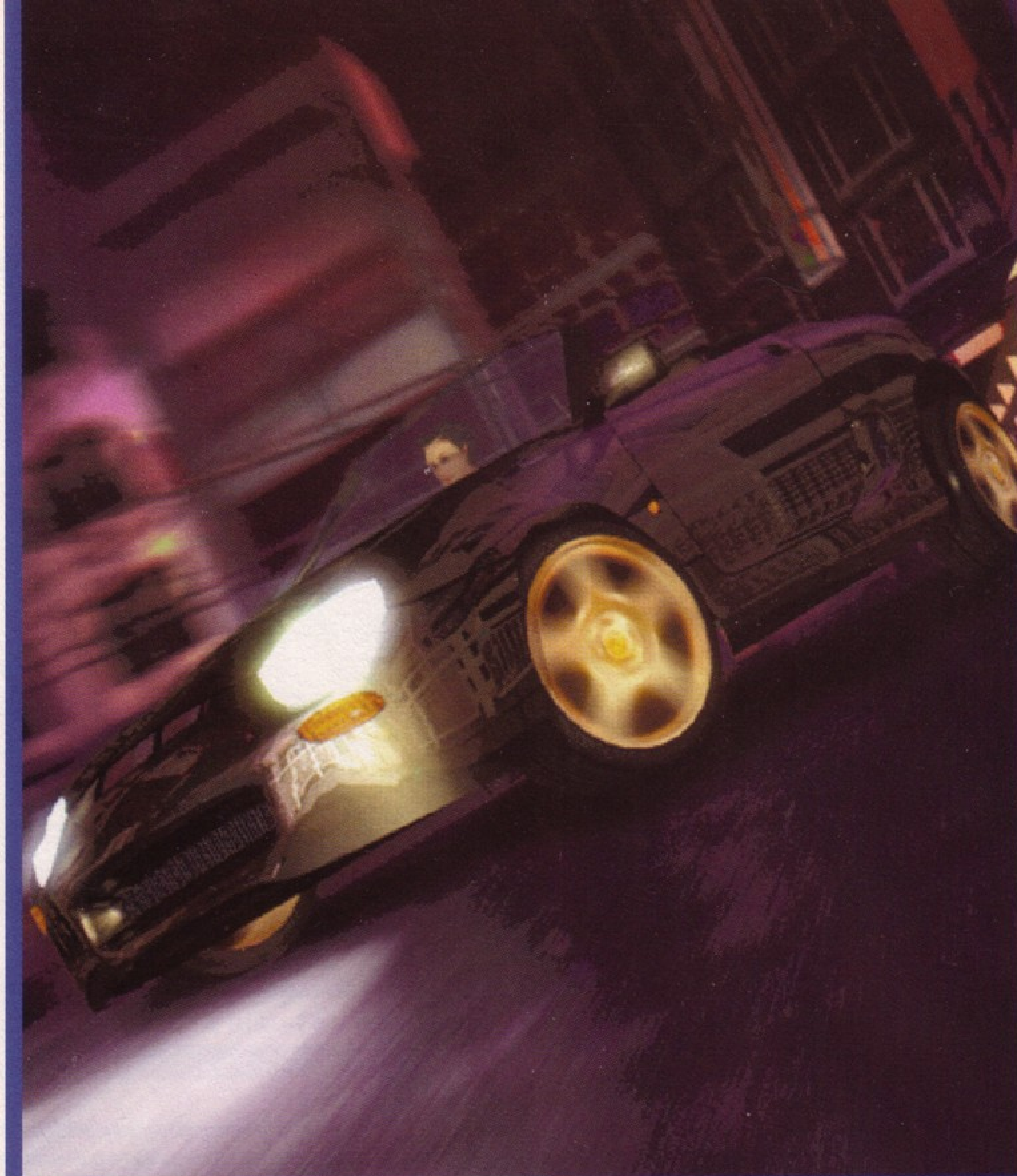
Yeah, Unreal is effectively Quake with large knobs on, but the bottom line is that Dreamcast'll need games like this.







INTERVIEW



Our tip for the top-selling game come the Dreamcast's European launch? The potentially amazing driving sim Metropolis from Bizarre Creations! RICH LEADBETTER talks Dreamcast with Sega Europe's new allies.

METROPOLIS:
The BIZARRE Interview!

Situated in sunny (?) Liverpool, Bizarre Creations are hard at work on coding up one of the first European Dreamcast games, codenamed Metropolis. The firm's involvement with Sega Europe was revealed at May's New Challenge Conference, where Sega announced that Bizarre had become a "1.5 party" developer.

What this basically means is that Sega will put its full weight behind Bizarre when it comes to the development, marketing and publishing of Metropolis... plus they get the very latest tools and development kits from Sega.

Obviously, not a great deal about the game itself can be revealed so early in the game's development, but read on regardless. Let the inquisition begin!

SSM What is the history behind Bizarre Creations? How did the company come to be?

Bizarre It all started about 11 years ago, when Martyn Chudley decided not to go to university, but write games instead. He worked mainly on his own, as you could back in those days, writing for the C64, Amiga and Megadrive - anyone remember 'The Killing Game Show' or 'Fatal Rewind'?

Bizarre Creations as a proper studio came about five years ago, when we decided to take on our first full-time staff, working on games for the PlayStation. After building up our technology, we developed Formula 1 and F1 '97, which have been our greatest successes to date.

SSM So why didn't you choose to code F1 '98?

Bizarre There were quite a few reasons. We felt that our enthusiasm for a third game wouldn't be so strong after three years coding F1 titles, and that wouldn't be good for the game itself, and obviously the people who would buy it. So when Psygnosis asked us about it, we suggested that they look towards a fresh team to bring new ideas to the series.

But another reason was Sega. We were already looking at working on a Dreamcast launch title, and were really impressed with Sega as a publisher. We knew the technology was going to be really awesome, and they wanted us to work on a game, so how could we refuse?

SSM How large is the company? How is this split into programmers, artists, designers etc.?

Bizarre We're now a massive (!) 22 people - which is still quite small for a development house. This is made up of three Directors (MD, Technical and Business), a Project Manager, an Office Manager, and seven programmers and ten artists.

However, in a company this small, you find that jobs overlap quite a bit. Everyone has a hand in design, programmers may have to code many parts of a game, and 3D modellers will animate too. Also, two of the Directors are programming on current projects, and the Project Manager also codes all the sound!

SSM Why move away from the established PlayStation platform and pursue Dreamcast? Isn't that risky?

Bizarre Financially speaking, the PlayStation, and in particular the Formula 1 brand that we helped establish, would have been the safest route to take. However, there's more to game development than making a fast buck - we want to be working where our passion for development lies.

We believe strongly enough in Dreamcast to make this move and feel we have been fortunate to be chosen so early. You can see that many developers are moving rapidly towards Dreamcast, and that's made us even more confident in our decision.

In the long term we hope that, with Sega's help, we can make a name for ourselves on Dreamcast.

SSM How did Bizarre Creations and Sega team-up?

Bizarre It all started a nearly two years ago, when Sega talked to us about Saturn development. We just didn't have the resources to put on a Saturn game, and we



▲ Bizarre with R&D supremo Mr Hoshino (centre-right).

would have been playing catch-up in any case, so we had to decline.

However, we kept in contact, and asked them to talk to us when a next generation was emerging. They asked for our thoughts on working with the new technology very early on, and then started to give us details on what became Katana, and eventually Dreamcast.

They had been looking carefully at teams to bring the right sort of games to the European market primarily, and we were chosen to work with them on their 1.5 party racing title. This was first discussed over a year ago, and the game has been in development for about eight months in total.

SSM When did you first hear about Dreamcast? What were your initial thoughts?

Bizarre We first heard about it pretty early on, even before the hardware partners had been chosen. Sega were concerned about our thoughts all along - even asking what we'd like to see before the console was



designed. We were honoured by a visit at that time from Sato-San, the head of R&D at Sega of Japan (SOJ), who flew over to talk to us about the console.

To be honest, we were a bit concerned at first on the choice of graphics hardware, having had problems with the first generation PowerVR cards during Formula 1 PC. But after hearing why the choice had been made, we realised that the reasons were more than valid, and we haven't looked back since!

SSM Sega have taken you on as a "1.5 party" developer. What advantages does this give you?

Bizarre It mainly has meant that we've been working very closely with Sega Europe (SOE) and SOJ from the start - all via Colin Carter's Technical Support department. It also means that we will be published directly under the Sega label world-wide, but with the added advantage that they will be promoting us as the developer.

All developers get support from Sega on the hardware, and although we now know all the Tech Support guys really well, they provide the same level of support for third parties. The information they have gathered from the 1.5 parties in their early Dreamcast development can also be passed on to other teams who may be experiencing the same problems.

SSM What does Dreamcast as a platform offer you as games creators that's new and exciting?

Bizarre The new challenge for Bizarre is a combination of the following:

* To have people walk past Metropolis in a shop window, and think that it's video footage rather than a game.
* To make it through one hour without SoftImage giving up due to us pushing around too many polygons
* To provide a great gaming experience, worthy of the 'Sega Racing' label that the game will be published under.
* To get our Sega producer, Kats Sato, to make at least one cup of tea for us during the project's duration.
* And, most seriously speaking, to make the best games we came for the best platform out there - Dreamcast!

SSM Just how impressive are the technical specifications of Dreamcast? Could you code the game for PC?

Bizarre The specs are very impressive indeed, especially considering the price. Similar technology will start to been seen in the future high-end PCs, but in a fixed specification console people will be able to focus on it much better - software will be able to target specific strengths and avoid weaknesses.

Floating point performance is the CPU's strong point - it has specific geometry instructions, more flexible than the fixed functions of the PlayStation's GTE, so this performance will be more easily transferable to other areas of code such as AI and collision detection. Compared to a PC system there are economies with the caching, but again, extended features are available that will allow DC coders to bypass the limitations.

Graphically will match the very best forthcoming PC accelerators - when they become available - with their >3M polygons per second, and depth-complexity independent fill rate. However, Dreamcast will have the significant advantage of richer anti-aliased display modes that avoid the clinical look of PC games.

As for the PC, it will eventually be possible to replicate Metropolis on a high end PC, but at what price? A console game will always feel better on a console.

SSM How much of the machine's potential do you think you'll use with Metropolis? Is there any sense of competition with Sega's internal development teams?



Bizarre It's really hard to say, but you always seem to get the 'we're going to use XX% of the machines power' competitions at the start of a console. There's always going to be a learning curve, and we have no idea how far up that we are, but if you want a figure now, let's say 80%. Ask us again when we're onto our second Dreamcast project and, looking back, that figure will probably be much lower!

As for competition, of course there is! We have told Irimajiri-San that we are going to be competing head-to-head with Yu Suzuki to try and beat their polygon throughput. Okay, maybe that's a little ambitious of us, but you've got to try - we have the pride of Europe at stake here!

SSM The Saturn was notoriously difficult to program - how are Sega helping you get to grips with Dreamcast?

Bizarre We'd previously heard great things about Sega's support for developers, and are happy to say that they're true. Sega have a brilliant Technical Support Department, full of hard working people who speak 'programmer' as well as English. However, they won't need to support developers nearly so much on Dreamcast - the development system is far easier to get to grips with.

SSM With Daytona USA 2 and Sega Rally 2 pretty much confirmed, aren't you worried about a glut of racing games appearing at the European launch?

Bizarre Of course we are, and with such accomplished rivals! However, we know that Metropolis is very different to both Sega Rally and Daytona 2, and that Sega will be offering Metropolis in addition to them rather than as an alternative. As to other publishers, if they do want to do racing titles, all we can do is hope that Metropolis will be better!

SSM Do you think the fact that Metropolis ISN'T an arcade franchise helps? After all, WipEout sold loads more than Ridge Racer at the PlayStation European launch...

Bizarre In some ways it does, and others it doesn't. There isn't that immediate arcade recognition for the gamers, but then again, at the start of a console, people seem to be happier to look at all titles with an open mind. Perhaps they'll want to see something new on a new platform, rather than a port - but there will hopefully be room for both types at this early stage.

SSM How will your realistic vehicle dynamics system up the ante when it comes to console racing games?

Bizarre With the current consoles, there isn't enough memory to implement an extremely advanced dynamics system - with 2Mb of memory, for example, to store all the models, game logic, AI, dynamics, replays, etc. However, with Dreamcast, the 16Mb of memory gives plenty of scope for more advanced systems.

The game will feature a full four-wheel dynamics system, with a complete 3D collision model. This means that the four wheels of the car react independently from each other, and that collisions can occur at point on the car, not just via a rough box around it. Also, this means that you aren't always confined to a channelled circuit - you can drive over curbs, down steps, up pedestrian walkways, etc.

SSM Doesn't this make it difficult to balance fun versus realism in the game in terms of how the cars handle?

Bizarre Although you have to get things as realistic as you can, there always comes a point when fun is more important. It's all well and good that your car handles like the real thing, but if that makes the game a dog to play, it's a waste of time. So the thing to aim for is something that feels like it handles correctly. You work on the physics to get the handling 95% accurate, and then add the 5% 'playability factor' to make it feel right too.

SSM Can you tell us any more about Metropolis's "living, breathing" cities?

Bizarre Well, obviously, the buildings themselves won't come to life and go for a stroll! It really means that the cities are going to be populated, living environments, rather than the clinically empty ones seen in most racing games. Obviously its early stages to be talking specific details, but as an example, we are planning that - depending on the section of the game - you could encounter other traffic, people, animals, etc...

SSM What significance will the VMS have with Metropolis?

Bizarre We want to make use of all the peripherals that Dreamcast has available, although we're currently puzzling over what to do to with the light gun! We can't really outline any specific plans, but at a bare minimum, it's going to be a cool accessory to use for saving your progress in the game!

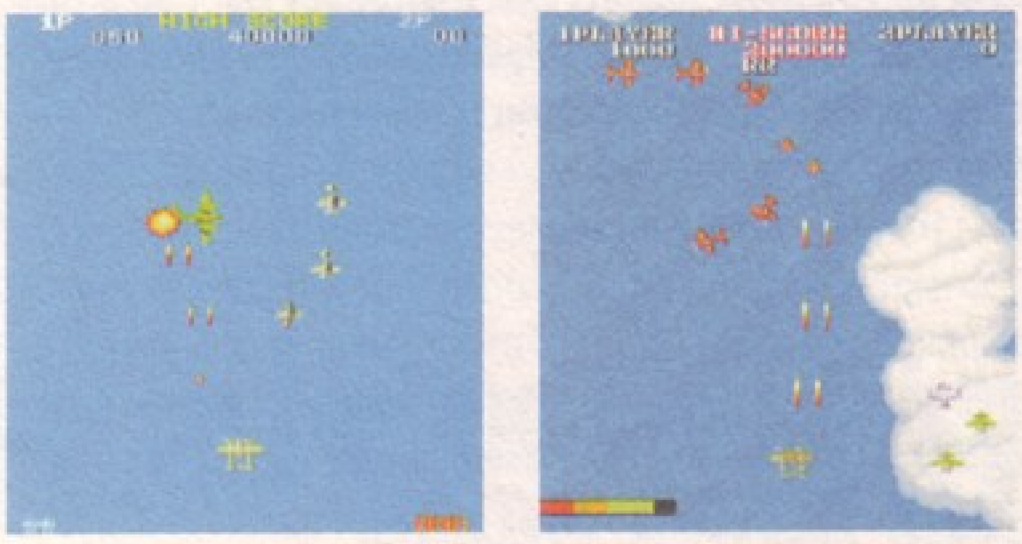
SSM Finally, what's the most important message you want to send out to Sega fans about Bizarre and Dreamcast?

Bizarre Dreamcast has given us all the opportunity to continue with our goal of producing technically, graphically and enjoyably cool games. Here's hoping it's a great success!

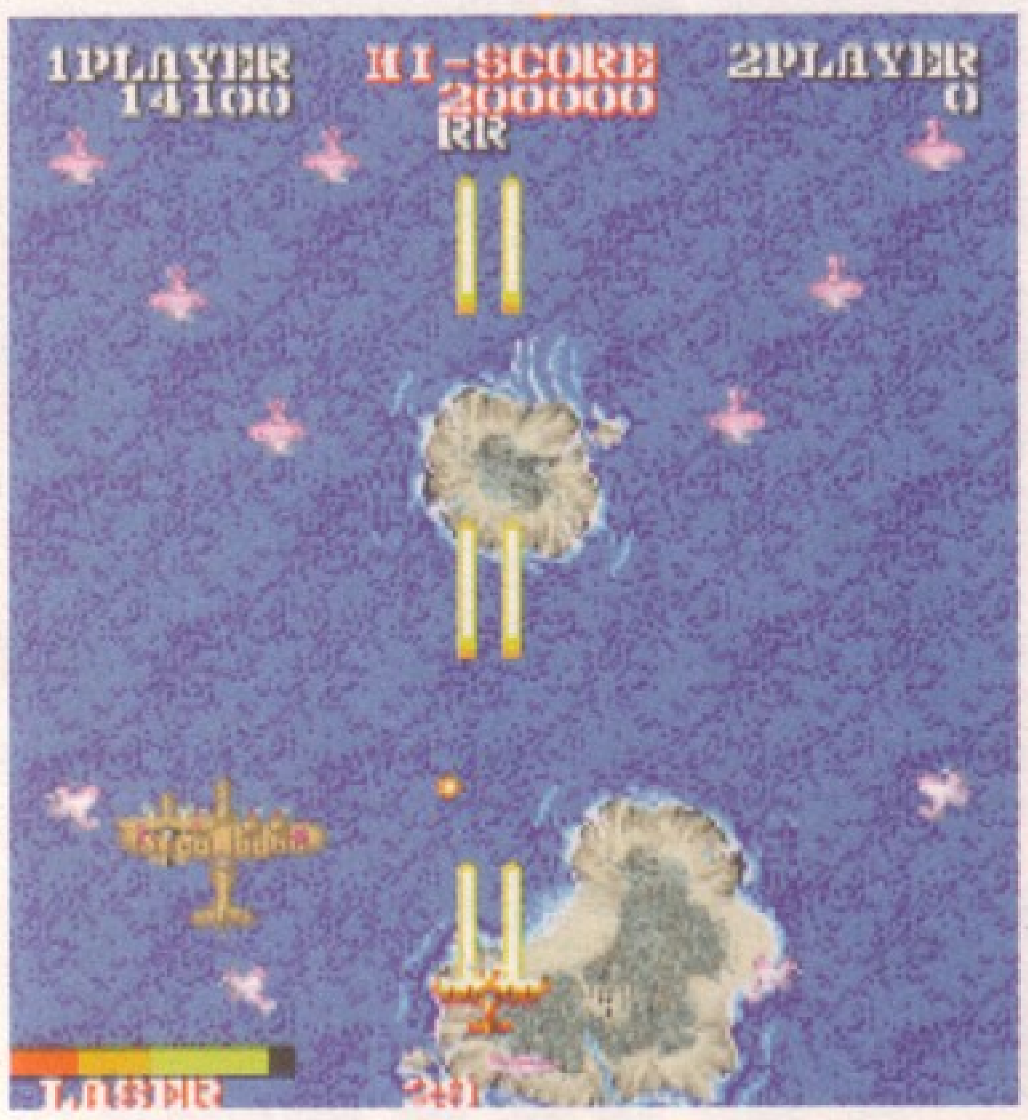
BY	CAPCOM		
RELEASE	SEPTEMBER		PLAYERS
HARDWARE	PRICE	IMPORT	2
N/A	STYLE	RETRO	

Capcom rewards its fans with the first in its series of highly anticipated retro packs! Check out the bunch of games that made the company its first fortune... and wonder, are they worth buying today? Let's find out!

Capcom Generations Vol 1



▲ 1942: it hasn't really triumphed over the ravages of time.



Capcom remain the Saturn's best friend... despite the fact that we're never likely to see conversions of such ace titles as Resident Evil 2 and Marvel vs Capcom. Regardless, we're still looking forwards to the likes of Marvel Super Heroes vs Street Fighter and Street Fighter Alpha 3 is due next year. In the meantime, we'll enjoy Capcom Generations: five retro packs crammed with quality coin-op conversions.

The first pack contains three games: 1942, 1943 and 1943 Special (aka 1943 Kai). Essentially, these titles are the same game, albeit with different levels of sophistication.

The earliest title in the range, 1942, is extremely basic. The gameplay's just limited to a bit of shooting and some power-up collection with similarly cackola audio-visuals. You'll play this for curiosity's sake (probably to see where it all began), but it's unlikely that you'll be tempted back to this one after a couple of attempts.

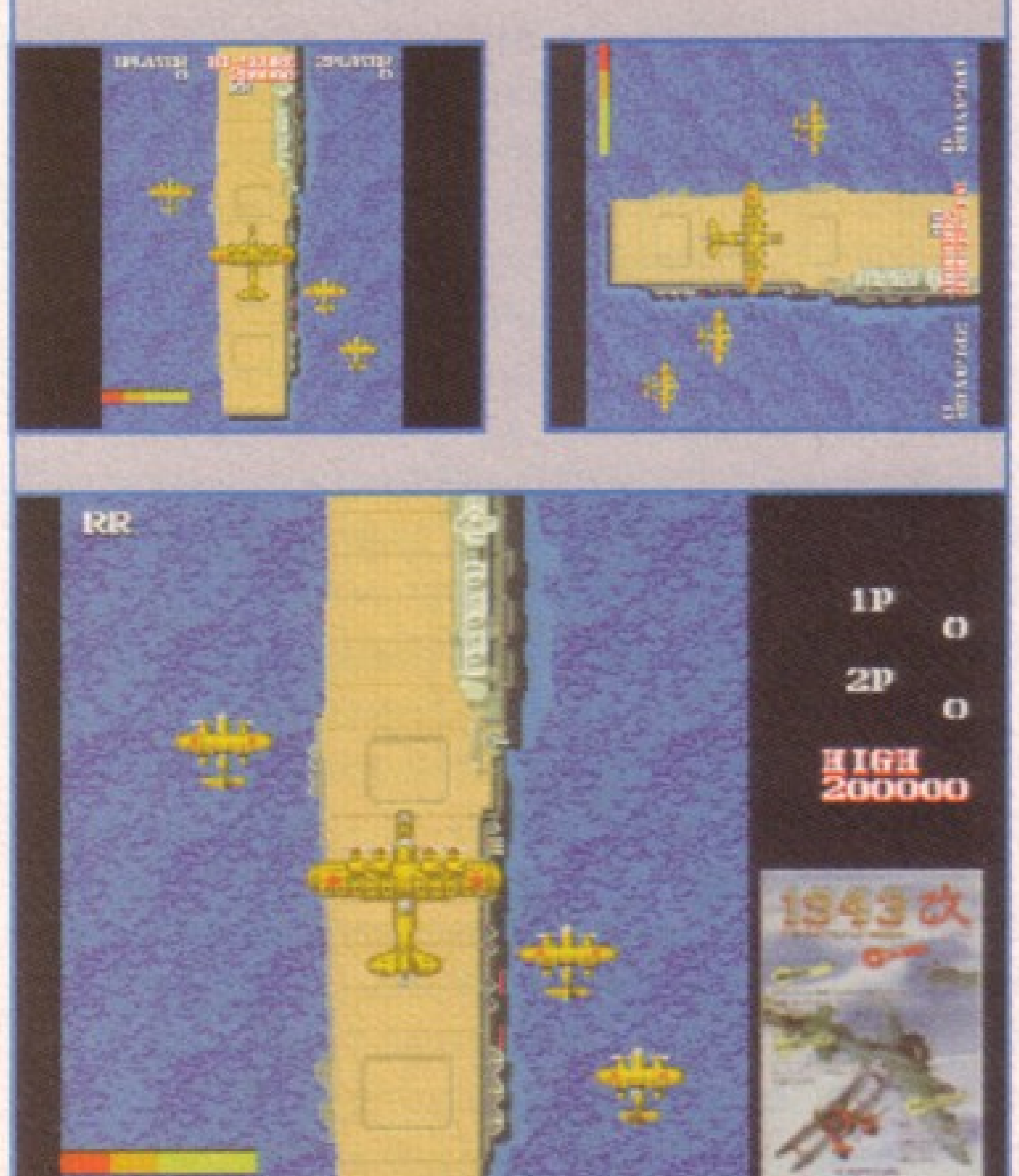


▲ 1943 (right) remains quite an addictive blaster, but the sequel, 1943 Special (left) blows it out of the water!

1943, the second game on the pack, is a lot more impressive. Hailing from Capcom's golden age (when

SCREEN MODES

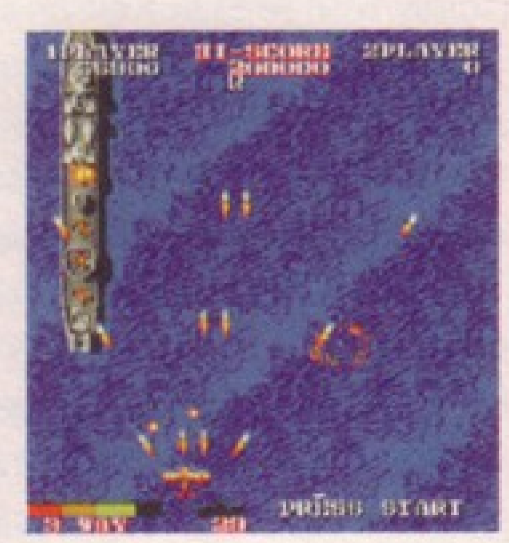
These three arcade games features monitors that swivelled 90 degrees, thus giving a kind of "elongated" display. The Saturn version doesn't presume that you're going to do the same, instead giving you a whole bunch of screen modes to muck around with. Here's what you can choose from.





▲ Simultaneous two-player blasting is the hallmark of 1943 Special.





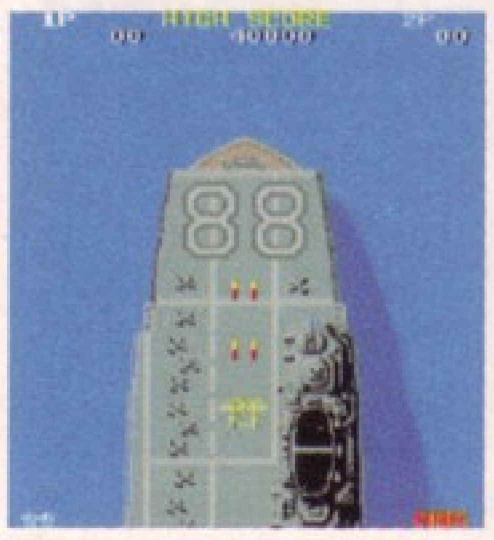


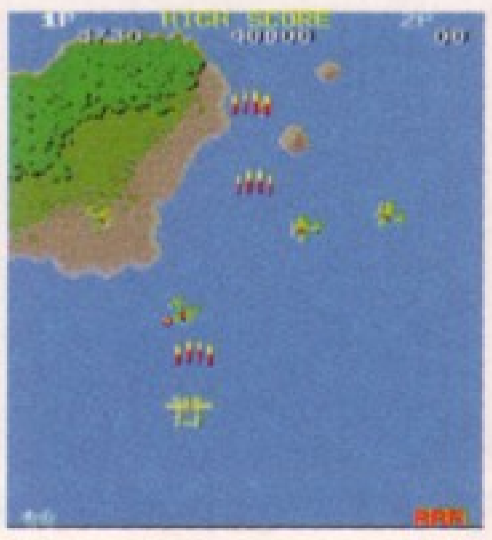
▲ Hmmm... the Capcom Generations #2 remains our favourite. Sorry!











▲ **Capcom are rightly revered as legends in the arcade game business and it's great to see conversions of older titles... but this pack would have really benefited from the inclusion of 1941 and the latter 19XX.**

games like Commando and Ghosts 'n' Goblins were around), this takes all the addictive qualities of 1941 but adds in far superior power-up weapons, better graphics, along with a more forgiving difficulty level. In 1941, one bullet from an enemy robbed you of a life. In the sequel, you get a lovely energy bar (but only one life) which is easily topped up. 1943 is pretty good fun actually, it has to be said, but unfortunately, 1943 Special is again very similar and again a lot, lot better, leaving you with one question: why bother playing the bog standard 1943 again?

1943 Special ups the ante in a similar fashion once again, with a markedly superior look, better weapons and (a first here) simultaneous two-player action! As you might expect, this is by far the best version of the game in the pack and the one that you'll return to the most.

Playing with this pack, it appears that the three

[The retro packs we've been waiting for, this collection is missing key games...]





▲ **All three games offer plenty of challenge, if you like shooters.**

games are just way too similar to keep your interest level. What is also curious is the fact that this pack does not complete the saga by any stretch of the imagination. Capcom's CP-System 1 technology produced wonders with 1943 and CP-System II produced the cool 19XX... it would have been a far superior purchase where these games included.

As it is, unless you're a die-hard rabid hell-for-leather Capcom fanatic that lives, breathes and feeds on all things Capcom, it's probably better to avoid this and invest your case in Volume #2, which features three genuinely classic conversions of truly incredible, ground-breaking games.

RICH LEADBETTER

ART FOR ART'S SAKE

Capcom Generations isn't just a bunch of spot-on coin-op conversions... the firm have attempted to boost interest by including ALL of the original arcade artwork for each of the games. Of course, with games like this, there isn't too much to look at. Hopefully when it comes around to the Street Fighter collection, we'll get ALL of the astounding art that characterised the series.



GRAPHICS	Obviously they're fairly basic, particular in the case of 1942. The later game, 1943 Special looks fairly cool though.	**59%**
SOUND	Very tragic in the case of 1942, but the other two games sound good (in a retro kind of way, obviously).	**57%**
PLAYABILITY	All three games offer plenty of challenge and good old fashioned enjoyment, despite the derivative nature of the titles in question.	**75%**
LASTABILITY	Not very good, unfortunately. All three games are very similar and just too old to be really worth playing this day and age.	**66%**

OVERALL

An essential celebration of Capcom's history, but the games here just haven't endured the rigours of time.

66%

▼ **Additions like the inclusion of all the coin-op art don't save this particular pack from a lack of variety.**



BY	SEGA
RELEASE	OUT NOW
PLAYERS	1
HARDWARE	N/A
PRICE	IMPORT
STYLE	RETRO

Three of our favourite platforms games of ALL TIME gathered onto one CD? For the Saturn? Perhaps we've died and gone to heaven! Capcom Generations Volume #2 is EXACTLY what makes retro so cool!

Capcom Generations Vol 2





▲ Power-up armour is serious shit in Ghouls 'n' Ghosts!

Way back in days of yore, Capcom wasn't just the master of survival horror and 2D fighting games - the firm had its fingers in all gaming genres, producing sanity-splitting coin-ops that encompassed all styles. When it came to Ghosts 'n' Goblins, Capcom struck gold with a mix of atmosphere and playability that NONE could match. Now we can experience those retro highs again with the help of Capcom Generations!

What you get for your money is three of the best platform games of all time. Ghosts 'n' Goblins, first released in 1985, is by today's standards a graphically backward, very basic platformer. And yet... there's something about it that still makes it a great game-play experience. The controls are perfect, the difficulty level is challenging and the sheer imagination behind the game is a joy to witness.

The first two sequel, Ghouls 'n' Ghosts, took the franchise into the 16-bit era with the game making full use of the firm's CP-System 1 technology (which also powered Street Fighter 2, Mercs and Final Fight). The graphics benefited the most, with larger sprites and more detailed backgrounds and animation. Unbelievably, Capcom managed to improve on the playability, with a smoother control system and a tweak or two in the gameplay itself (you could now shoot upwards, for instance). Probably the series' greatest hour, Ghouls 'n' Ghosts is one of the best reasons us gaming "old timers" ever had for getting into video games - it's in the realms of Mario and Sonic for pure gaming bliss.



▲ Is it a Capcom-beater? Not quite, but it's still cool.

> [Quite possibly the greatest retro pack seen since the seminal Sonic Jam!]

The final game on the pack is somewhat unique in the Capcom Generations series in that it is the ONLY title on any of the packs that DOESN'T have its origins in the arcades. Super Ghouls 'n' Ghosts is a legitimate, totally original sequel that just happened to appear on the Super NES. It features a level of



▲ Now when was the last time you saw a vomiting pig-nosed creature in a video game?



▲ The sword is a poor short range weapon.



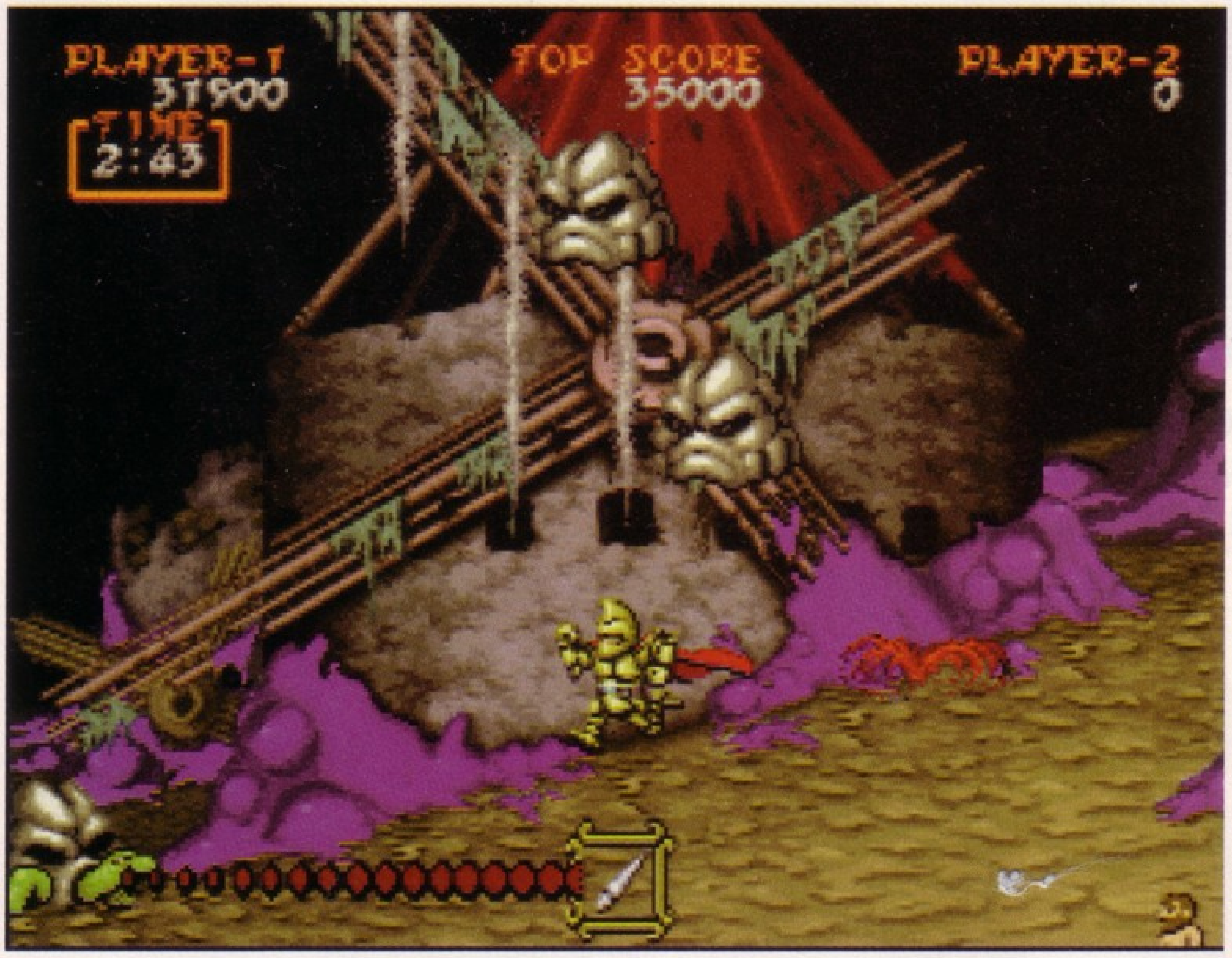
▲ CPS-1 made Ghouls 'n' Ghosts ace!



▲ Bring back any memories?



▲ This guy remains a huge pain to kill.



▲ Ghouls 'n' Ghosts is probably the most playable game found in the tri-pack wonder that is Capcom Generations Volume #2!

GHOULS 'N' GHOSTS NO MORE

Wouldn't it be awesome to see Sir Arthur and the G 'n' G crew return for an all-new 128-bit adventure on the Dreamcast? Or in the arcades? Well, it ain't gonna happen. In our Capcom interview last issue, Noritaka Funamizu, General Producer of Capcom's Development Division said, "We'll never produce another Ghouls 'n' Ghosts game. Although we really want to do another one-player game like this, we won't use the Ghouls 'n' Ghosts characters. We have to protect the image of this game we established so we can't easily change and update. As it is, it's just a little too old-fashioned, so we won't ever do any sequel." SSM says: NOOOOoooooo! Truly Capcom Generations Volume #2 is the end of an era. Oh well.

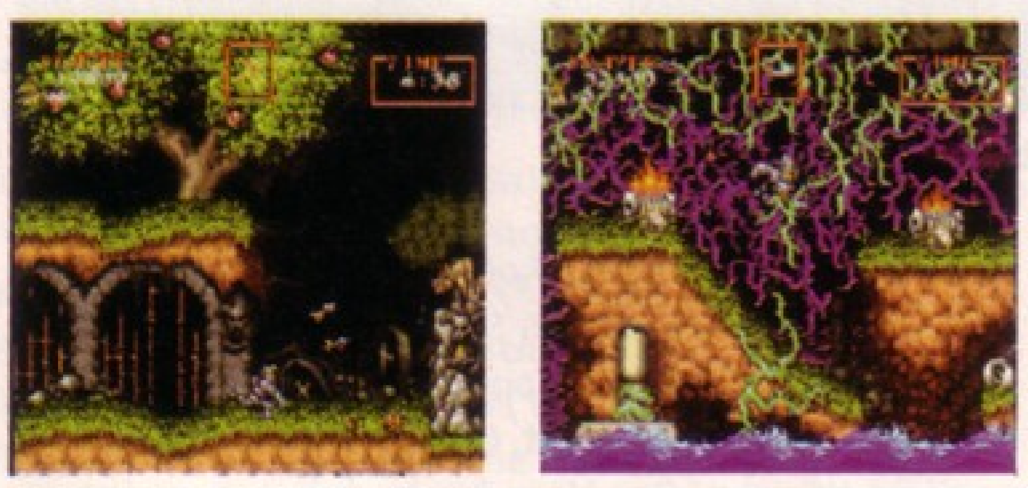


▲ You get all the GnG artwork in this retro pack too!

graphical excellence which just about matches Ghouls 'n' Ghosts, but gameplay-wise it's definitely more in the realms of the original Ghosts 'n' Goblins. Not that it matters mind you, because this remains one of the greatest platformers ever devised... and it's probably the hardest game in the series (and they were all like rock any way!). The only slight downer the original game possessed was a vast degree of slow-down... not that the Saturn has any problems with this (and it does make a difference).

To sum up, mere words cannot convey what a joy it has been to play these games again. Capcom has done wonders in bringing these perfect conversions across to the Saturn and along with the forthcoming Street Fighter 2 collection, it represents exactly what has made Capcom one of the world's most respected games developers. Buy this pack and feel the magic.

RICH LEADBETTER



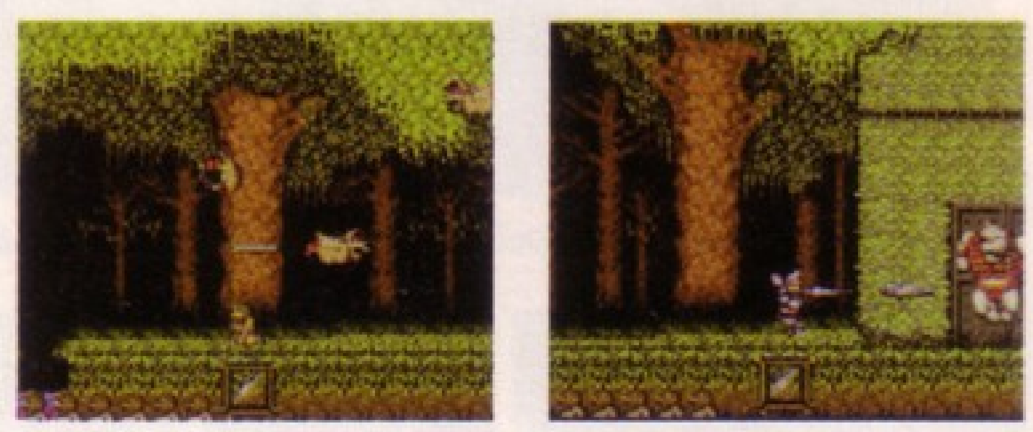
▲ Is it a Capcom-beater? Not quite, but it's still cool.



▲ Holy water... traditionally the worst weapon!



▲ Even set on easy difficulty, these games are all taxing!



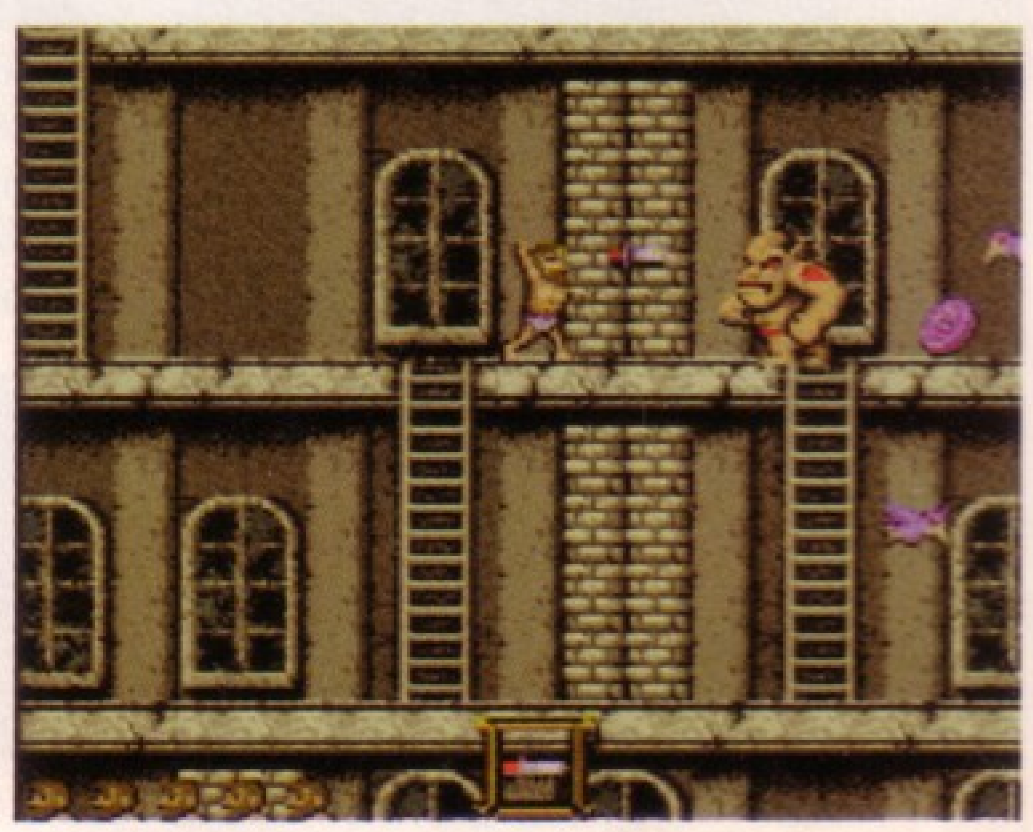
GRAPHICS	Obviously they vary from game to game, but overall it looks cool. No-one buys retro packs for their graphics any way!	74%
SOUND	Hardly taxing the Saturn, but the music and sound effects suits the games perfectly!	73%
PLAYABILITY	Put simply, these games have a timeless quality. They're just brilliant to pick up and play.	93%
LASTABILITY	Not only are they classic, they're rock hard. And you need to complete Super Ghouls 'n' Ghosts twice remember!	93%

OVERALL

This pack sums up what makes retro worthwhile. Three classic games every serious gamer must experience!

92%

▼ Ghosts 'n' Goblins - where the mega money spinning franchise began for Capcom. Truly a classic!



DEEP FEAR GUIDE

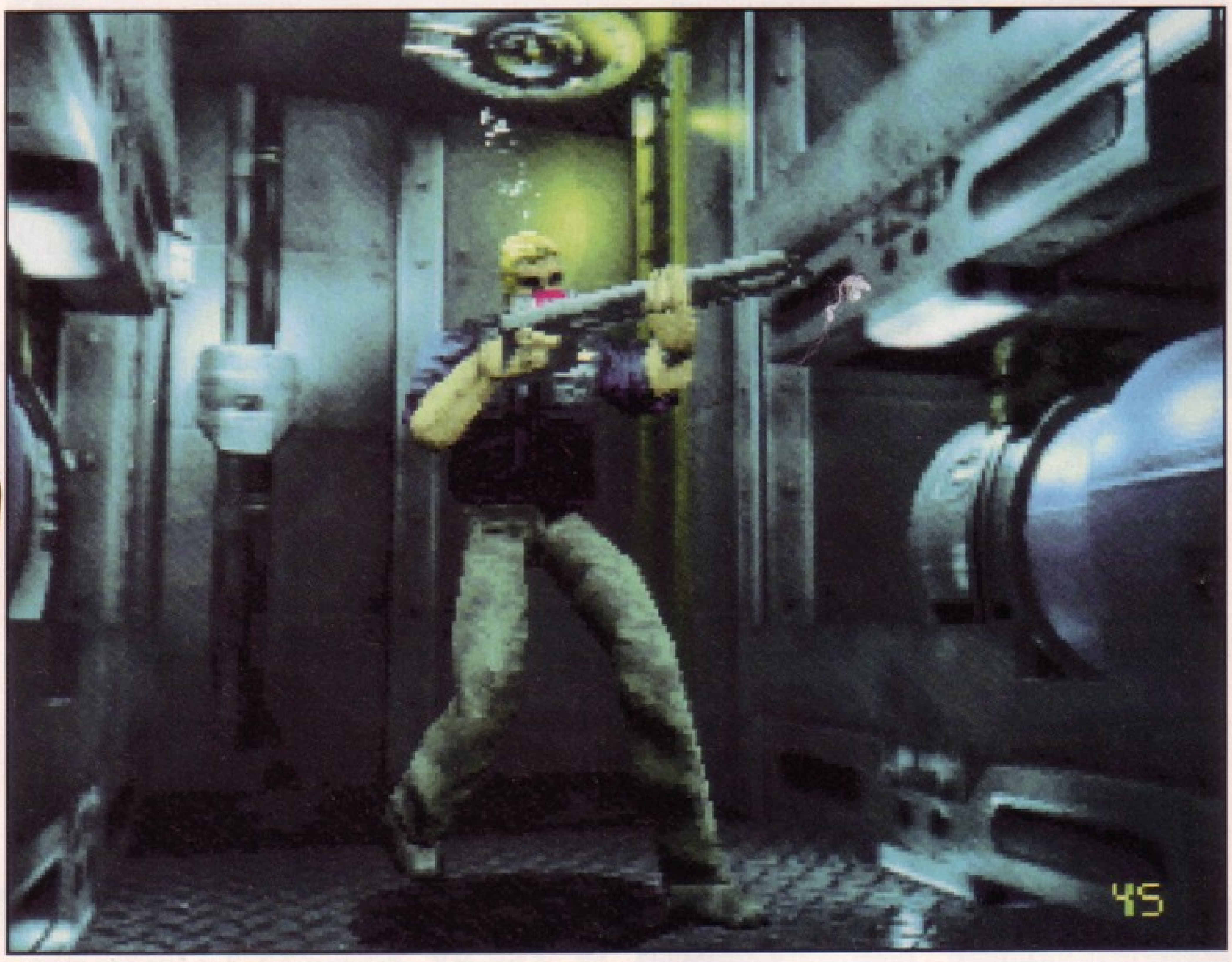
Alright, so Deep Fear isn't quite as good as Resident Evil, but it's still one heck of a tough game. So, as you've come to expect from SEGA SATURN MAGAZINE, this month we have a full-on players guide to the entire game! LEE NUTTER did all the hard work.

Disc One

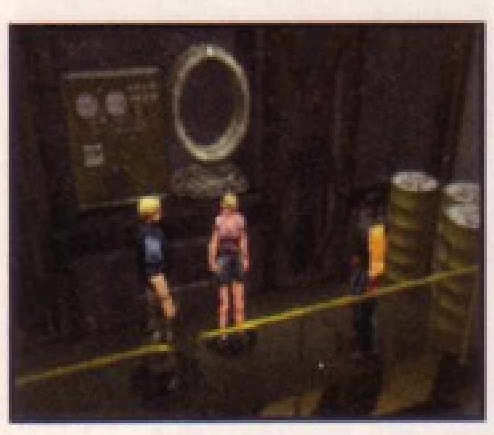
HINT: START HERE

Explore the ERS Room and obtain the Medical Supplies. Climb down the ladder to the E-Pool where Mookie and Sharron entertain you with their hilarious 'let's pretend Sharron's dead' gag. When the story-advancing sequence has finished, climb back up the ladder to the ERS Room. Leave through the far door and enter the Passageway. Proceed around to the Control Deck for a briefing from Commander Clancy Dawkins and Dubois Amalric. Collect the Level One Navy Key and exit the room. Run back to the ERS Room and descend the ladder to the E-Pool area. Walk over to Mookie and take the Little Shark to the Navy Area. Follow Mookie into the Passageway and activate the Manual Air System. Follow Mookie around to the elevator and up to the third floor.





▲ Retrieve the oxygen mask from the locker to enable John to breathe underwater.





POP A CAP IN HIS ASS!

When the FMV sequence has finished, take the Rober Glock G17 and kill the monster. Proceed to the Storage Area and have a word with Mookie. Replenish your ammo and exit the room. Follow the Passageway around to the end and take the door on the right leading into the Area Junction Room. Shoot the monster and activate the Manual Air System. Take the door leading into the Junction Room to Submarine and enter the door to your right. Once in the Control Room and take the Level One Navy Key back. Return to the Junction Room to Submarine and pick up the grenade. Use the Level One Navy Key to enter into the Passageway and discover Doctor Gena Weisberg.



▲ Check the locker for goodies and the monster appears!



▲ John Mayor, Gena Weisberg and Commander Clancy.



▲ The monsters block your passage through the submarine.

WHAT... MORE FMV?

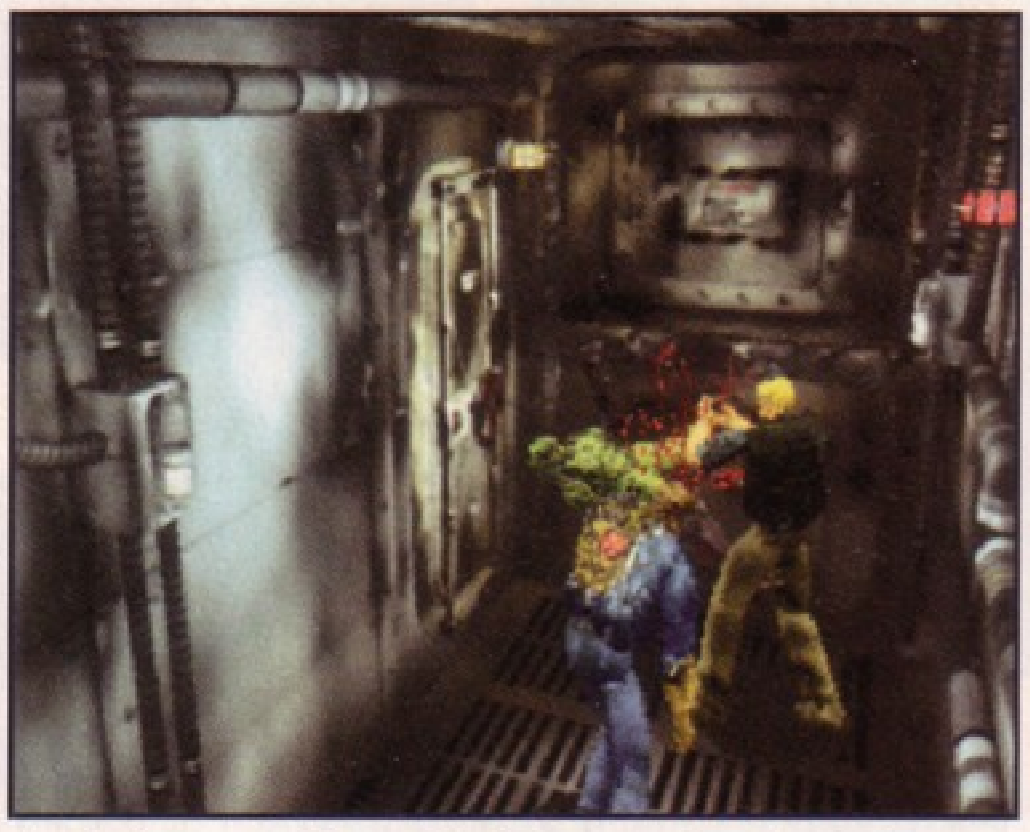
After the FMV sequence, take the red door to the left of the screen leading into the Docking Area Passageway where you'll meet Dubois. Proceed down the passageway and into the CCD area. Take the elevator up to the second floor and enter into Commander Clancy's office. Wait for the story-advancing sequence to finish and head to the Control Deck. After the FMV sequence, take the weapon car for the sub machine gun and exit the room. Head down to the E-Pool area and prepare for another FMV sequence. Collect the first aid kits and descend the ladder into the Junction Room to Outside. After the short interaction with the crew member, obtain the grenade from him and climb down the ladder to the Engine Room. Continue to descend the ladder to the Central Passageway. Advance to the end of the corridor and retrieve the Seafox Key. Activate the Manual Air System and proceed to the opposite end of the Passageway. Use the Seafox Key to enter the Sleeping Room and retrieve the Air Regulator and the KPG L9 gun. Shoot the monster and return to the Passageway.

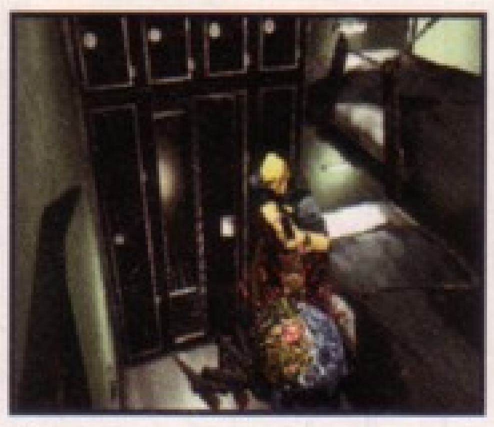
Shoot the monster in the Passageway and descend the ladder furthest away from you. Take the sub-machine gun magazines from the dead body in the Torpedo Room and retrieve the Fire Extinguisher Capsule from the cavity in the floor. Ascend the ladder to the Passageway and then again up to the Air Refinery. After the FMV sequence, use the Fire Extinguisher Capsule to put out the fire. Examine the body in the corner of the room and take the dog tags. Climb the ladder up to Announcement Room and retrieve the Safe Key.





▲ Well, there's certainly plenty of blood in there.

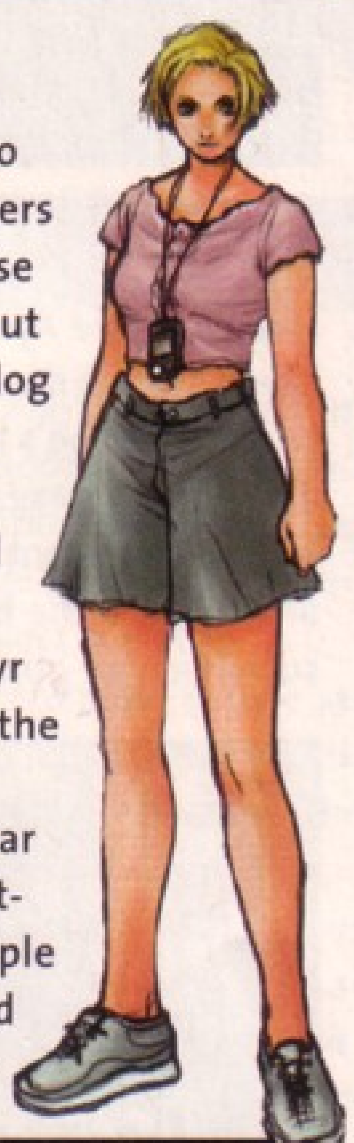

▲ A shotgun would get rid of these two in a single shot.





▲ John can only sustain a few enemy attacks, so locating the medical supplies quickly becomes a priority.

CRACK THE CODE



Make your way back to the Central Passageway and then shoot the two monsters. Enter the Officers' Quarters at the far end of the corridor and use the Safe Key to unlock the safe. Input the code 1224 (the number on the dog tags found previously) and retrieve the Missile Control Key 2. Kill the monster that now appears and raid the weapon lockers for ammo. Set your weapon preference to the Steyr TMP semi-automatic and return to the Announcement Room. Insert the Missile Control Key 2 into the nuclear missile control panel and the Tyrant-style creature appears. Chuck a couple of M75 Grenades in its direction and then repeatedly blast it with the Steyr TMP sub-machine gun. Check the corpse for the Missile Control Key 1 and insert it into the nuclear missile control panel. With the Poseidon Missile now disarmed, the Sea Fox unexpectedly shifts along the sea bed and hovers precariously over an enormous canyon. You have 300 seconds to escape from the submarine, which should be plenty of time.

Climb through the air duct in the Announcement Room leading into the Junction Room to Outside. Run to the far ladder and climb up two floors to the Central Passageway. Shoot the monster with the KPG L9 gun and scale the next ladder to the Torpedo Room. Dispose of the monster and enter the torpedo loading hole, enabling John to be propelled out once the submarine plunges down the canyon.


▲ Use the Missile Control Key to disarm the warhead.


▲ Only three hundred seconds to get the f*** out of Dodge.


▲ Tyrant-style boss action aplenty in Deep Fear.






▲ Find better weapons to destroy the tougher monsters.



▲ Sorry Mookie, but your days are numbered mate.

RIP: MOOKIE

Once the Little Shark has docked in the Medical I-Area, dispose of the monster and recharge your air supply at the Manual Air System. Enter the Passageway and turn immediately to the left. Follow the corridor and take the elevator to the second floor. Take the passageway on the left and enter the Laboratory. After the FMV sequence has finished, search the lab coats for the Level One Junk Key. Exit the room and follow the corridor around to the Chemical Room, where you'll discover extra medical supplies and the Chemical A. Go to the first floor and enter into the Junk Area. Use the Level One Junk Key on the subsequent door to gain access to the Clean Room. Shoot the monster with the KPG L9 gun and enter the Workers' Quarters on the left. Search the room, taking particular note of the photograph on the desk and the e-mail on the computer. Go to the Control Room and deactivate the lock to the Chemical Treatment Room. Retrieve the shell box and return to the Workers' Quarters, where the Navy Officer has mutated into a monster. Dispose of the creature and return to the Clean Room, taking the



door on the right to Passageway. Shoot the two monsters and scale the ladder to the lower Passageway. Activate the Manual Air System, recharge your air supply and save the game if necessary, before disposing of the two monsters. Proceed down the Passageway and into the Chemical Treatment Room on the left. Search the room to uncover the Chemical B, before returning back the way you came to the Laboratory.



▲ It's important to keep an eye on the air supply indicator.





FIND THE FORMULA

Once you've found your way back to the Laboratory, weigh 10 and 24 gramms of the respective chemicals (the numbers on the photograph in the Workers' Quarters) to gain access to the Exterminator device. Dispose of the monster before returning to the Level One Storage Room. After the short FMV sequence, negotiate your way through the Laser Lock System and into the Passageway. Proceed down the corridor and enter Administration Room for Experimental Animals. Run past the two creatures (they're very tricky to kill) and enter into the next Passageway. Scale the ladder up to the next floor and enter Gina's room at the end of the corridor.

After the FMV sequence, retrieve the medical supplies from Gina's room and return to the Passageway, scaling the ladder down to the first floor. Take the second door on the left into the Guards' Quarters and have a word with the bloke in the corner.



▲ Now you've located the shotgun, taking down the tougher monsters shouldn't present too many problems.







▲ Find the Manual Air Supply units to save your game.

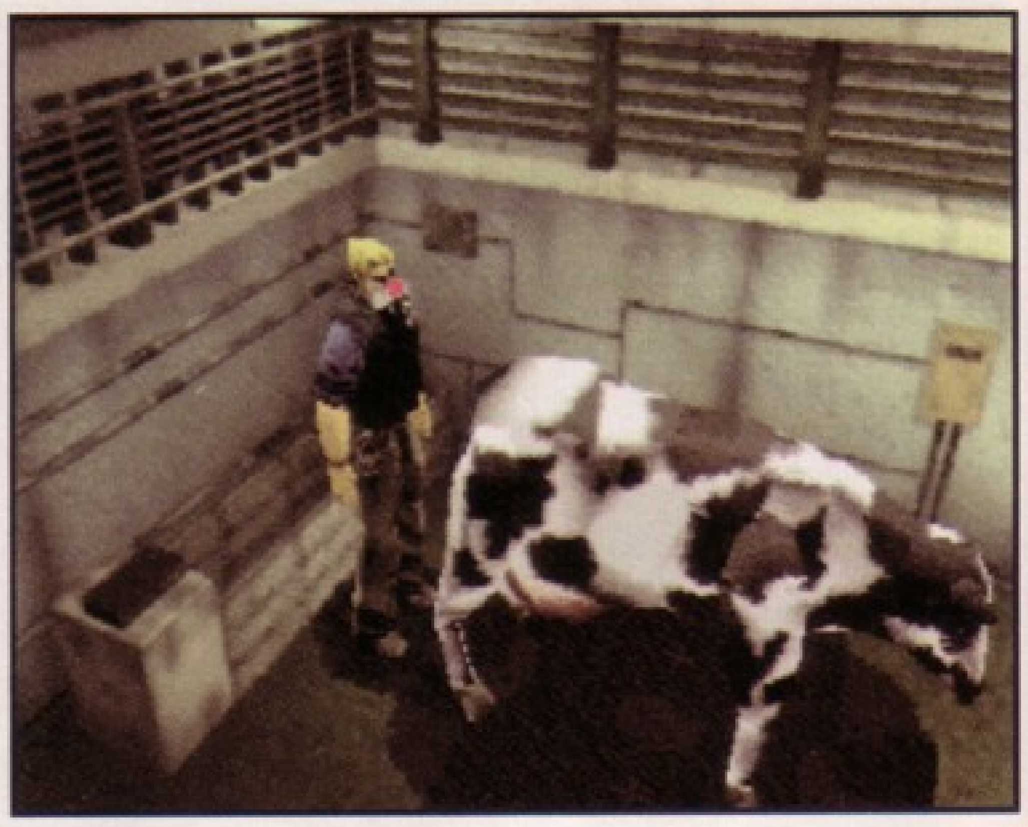
Collect the Level Two Junk Key and deactivate the Laser Lock System on the computer opposite. Negotiate your way back to the Junk Area, through the Clean Room and into the Passageway on the right. Scale the ladder down to the lower level and follow the corridor to the very end, using the Level Two Junk Key to gain access to the Special Processing Room. Collect the IC Chip for the broken Manual Air System and return to the Administration Room for Experimental Animals.

LOVE INTEREST SUB-PLOT

Avoiding the mutant dogs, insert the IC Chip in the broken Manual Air System and restore the air supply to the area. Exit through the far door into the Medical I-Area Passageway. Scale the ladder up to the next floor and proceed to Gina's Room. After the FMV sequence, stock up on medical supplies before returning to the lower Passageway. Proceed to the end of the Passageway and the FMV sequence takes over.







▲ I have absolutely no idea what's going on here.

Head into the Apartment Area and speak with Anna Lawrenson, a diver from the DN communication company. Once she's left, head towards the Medical Room and retrieve magazines and medical supplies. Head into the adjacent Kiosk room, shoot the two monsters and retrieve the hamburger and magazines for the sub-machine gun. Return back to the Central Park area

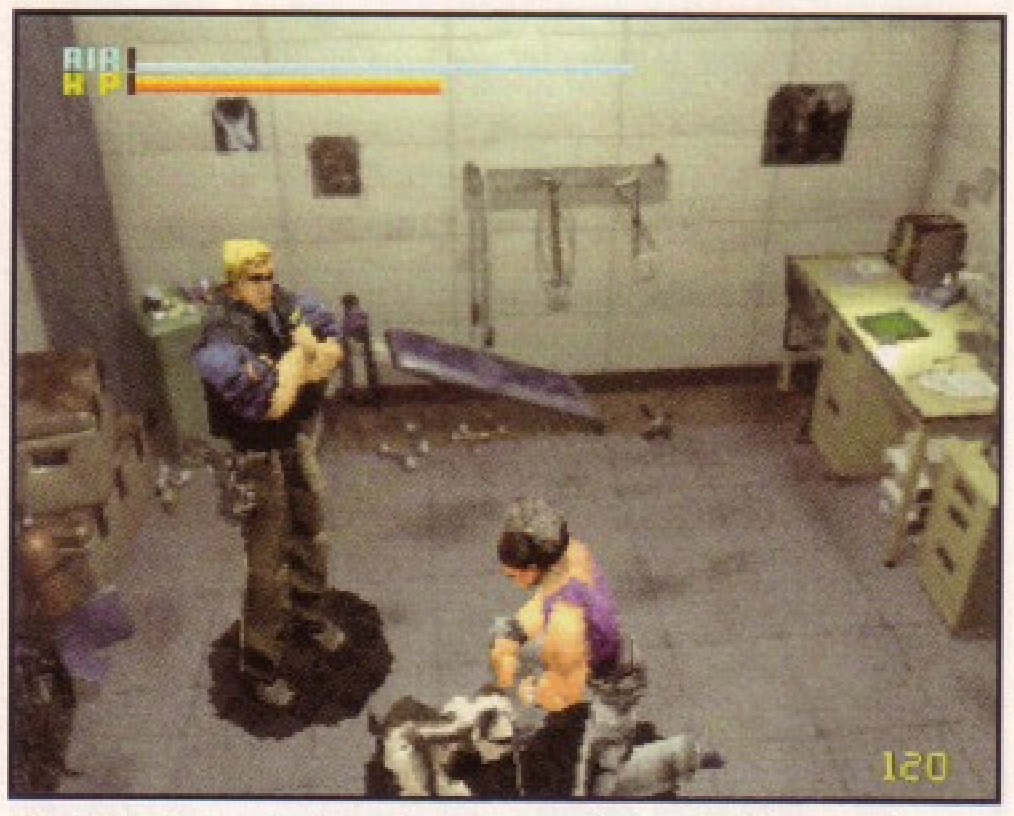




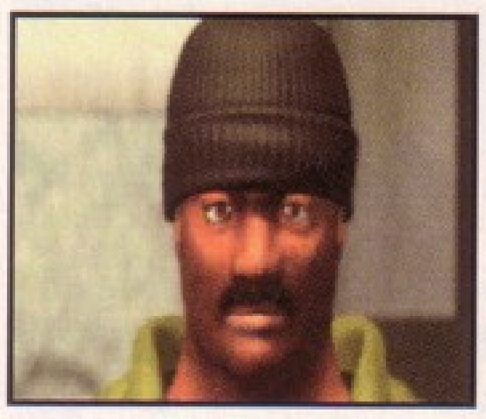


RAMBO FIRST BLOOD: PART TWO

The only note-worthy room on the second floor is the Mess Hall, where you'll find Rambo (the dog) and Anna, who gives you the DN Key. Explore the other rooms on this floor though, to supplement your supply of M75 Grenades. Take the elevator up to the third floor and enter the Storage room, where you can replenish your supply of ammo and save the game. Read Anna's letter and take the weapon card for the Mossberg M500ATP shotgun, before heading to the Men's Room. Take the shotgun shells and the video-

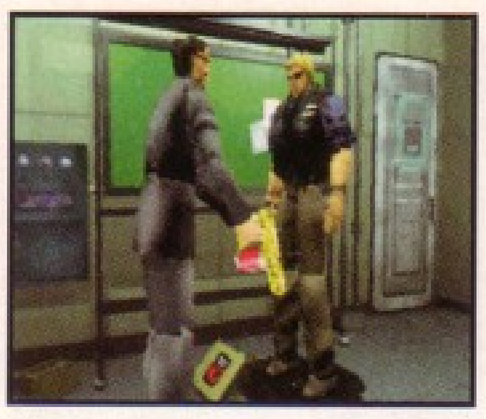


▲ It isn't long before Anna succumbs to the forces of









tape and proceed round to the Ladies Room. Collect the M75 Grenade before using the DN Key Anna gave you to enter the DN Area.

SLIPPERY WHEN WET

Proceed through the DN Area, disposing of the monsters you encounter until reaching the T-junction. Enter the Communicator Room on the left and retrieve the valuable Medical Supplies and shotgun shells. Then head to the Equipment Room on the right and take the MO Disc from Ken Fukiyama, the



▲ Shoot 'em when they're down to make sure they're dead.





Japanese salesman sent to collect data on underwater suits. Exit the room and take the elevator down to the second floor. Enter Anna's Room on the left and take the Manual for Big Jim. Then proceed to the door on the right leading into the Big Jim Boarding Room and use the computer to copy the files onto the MO Disc. Then return to the Equipment Room and hand the MO Disc over to Ken Fukiyama, who in turn will supply you with the blow torch to get into the DN Area. Kool and the Gang.

Return to the Apartment Area second floor and use the blow torch to gain access to the CCD-Area. Head towards Commander Clancy's office and meet up with Clancy and Lambert, brother of Mayor's deceased girlfriend. After the story-advancing sequence has finished, make your way to the ERS Room where you'll find Sharron and Gena.

After the plot has been revealed, head down the corridor to Dubois' Room. After the short sequence, make your way to the Control Room to see Commander Clancy. Then take the elevator back down to level one and find Danny Reynolds.

Proceed through to the Docking Area, go down the elevator and enter into the Area Junction Room. Then take the red door leading into the Gondola Port and after the short story-advancing sequence with Danny Reynolds, get into the underwater Gondola 'Argonaut' and proceed over to the Air Unit Area. Ya still with me?

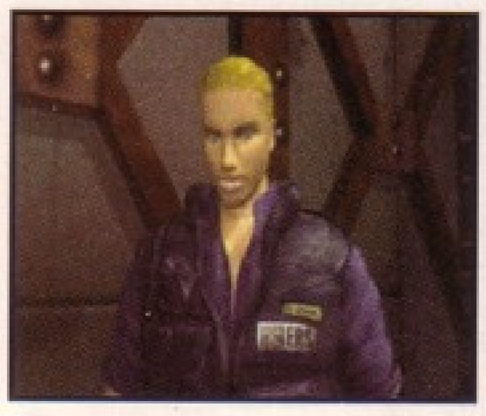
EVEN MORE FMV

Leave the Gondola Port and turn immediately left in the passageway, taking the first door you approach. Once inside the Air Refinery, examine the second body, retrieving the Stun Grenade before proceeding through to the Control Room. Collect the Stun Grenades and the Shotgun Shells from the corpse and deactivate the lock to Air Storage Room. Return back to the Passageway and make your way around to the Storage Room to stock up on ammo and save your game position. Make your way to the elevator and up to the second floor. Make sure your Stun Grenades are set and your energy level is high before entering the Air Storage Room. Activate the Manual Air System to replenish the air supply to the room before dealing





with the mutant mouse. The trick is to chuck a Stun Grenade in its direction, blasting it with the shotgun when it's vulnerable. Once the experimental mouse is dead, examine the corpse for the Gondola Control Key. Then return to the Gondola Port and use the key to operate the Argonaut. Once the Air Unit Area is destroyed and the FMV sequence has finished, make yourself a nice cup of tea before sticking Disc Two in your Saturn and continuing with the game.









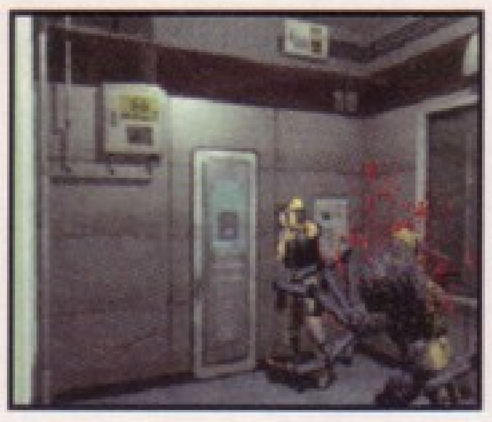
▲ There's no escape from the genetically mutated monsters, not even in the toilet. So it's important to keep your wits about you and stay alert at all times.

Disc Two

HALF WAY THERE! WAHOO!

Leave the Gondola Port and save your game in the Storage Room, located off the Area Junction Room. Make your way back to the ERS Room on the second floor of the CCD Area, where Gena will instruct you to meet Commander Clancy at the Control Deck. After the short interaction with the Commander, head towards the Apartment Area, located at the end of the passageway.
Make your way up to third floor and give Danny the blow torch. After the short story-advancing FMV





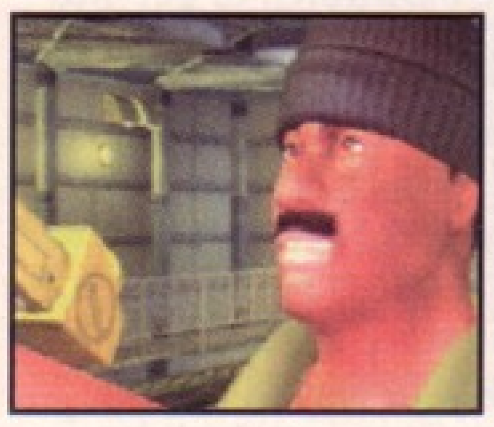
▲ The Sea Farm Area is full of all kinds of weird monsters.

sequence, return back to the first floor of the CCD Area. Proceed around the passageway to the Docking Area and through to the Area Junction Room. Enter the Sea Farm Area and take the door immediately ahead. After the short interaction with Sharron, leave the Breeding Pool and proceed down the corridor to the elevator. Go to the second floor



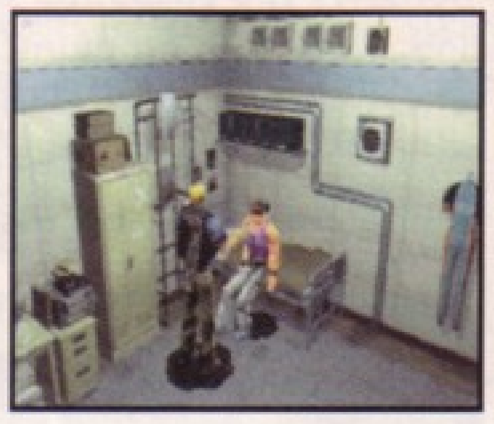
▲ Use the Gondola to move between the buildings.

of the Sea Farm Area and proceed through the Large Animals Room and into the Administration Room. Enter the code 2751 into the key panel, enabling John to access to the adjoining Storage Room. Retrieve the gas cylinder for the blow torch from the shelf and then take it back to Danny Reynolds on the third floor of the Apartment Area. He'll then use it to gain access to the DN Area.









MY BRAIN HURTS

Enter the DN Area and proceed down the corridor, blasting the monsters with the ultra-powerful shotgun. Proceed through to the next passageway and take the elevator down to the second floor. Enter the room on the left and after the short story-advancing sequence, follow Anna across the corridor to the opposite room. There's only one Big Jim suit left and it hasn't got an oxygen tank, so make your way to the Big Jim Parts Room situated directly above to retrieve one. Once there you'll notice

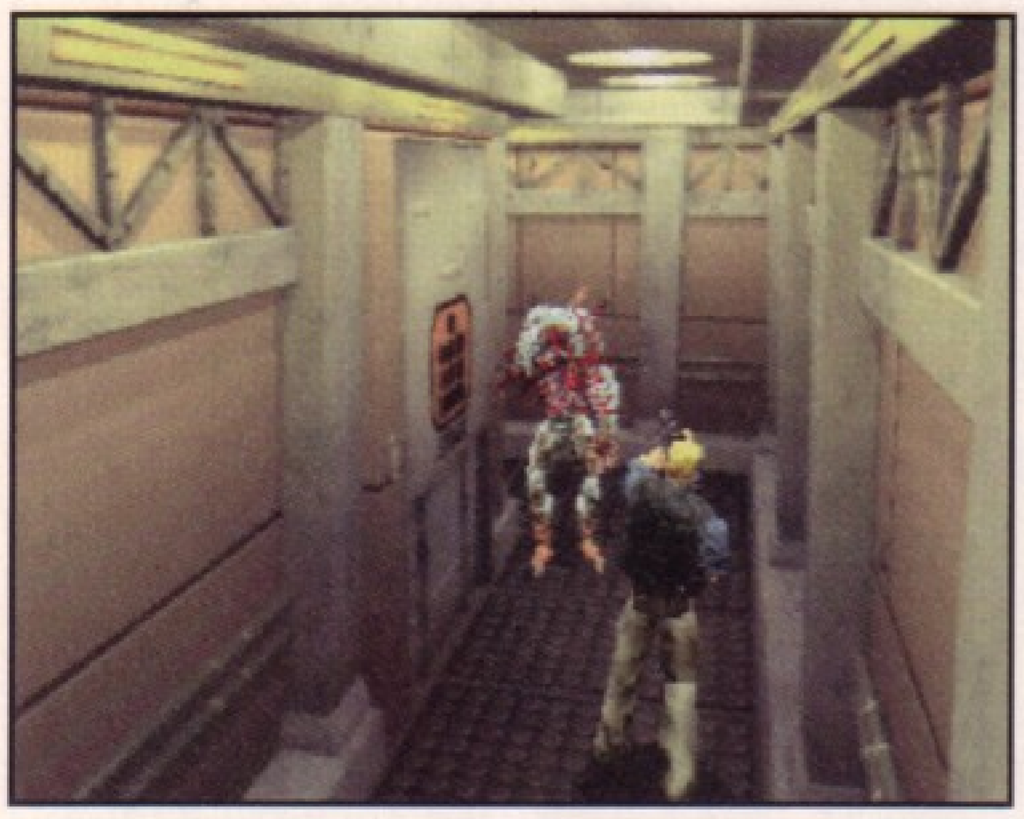








that as a result of the water pressure, the air tank locker for Big Jim won't open. Return to Anna who instructs you to locate Danny and ask him about the Navy's gum-gun to fix the leak.



▲ Keep your distance from the big monsters... or else!

MORE MONSTER MAYHEM!

Return to the third floor of the Apartment Area where Danny's Room is located and examine the photograph. Danny enters and instructs you to go to the Area Junction Room, where a short story-advancing FMV sequence takes over. Back in the Navy Area, take the door to the left of the Area Junction Room and blast the monster repeatedly with the shotgun.
Take the elevator up to the second floor and proceed through to the E-Pool area. Blast the two monsters and use the Level Two Navy Key to gain entrance to the Passageway. Destroy the monster and run down the long corridor, scaling the ladder at the end up to the third floor. Proceed down the corridor to the Barracks room, where you'll find the gum-gun to fix the leak in the Big Jim Parts Room. Return back to the flooded Big Jim Parts Room and use the gum-gun to seal the crack in the wall. Then make your way back to the Big Jim Boarding Room and activate the Manual Air Supply unit. When you return to the Big Jim Parts Room, the water has been drained, thus enabling you to retrieve the air tank. Take the air tank to the Big Jim Boarding Room on the second floor and install it on the suit. A pass code is needed to start up the suit, so proceed to Anna's Room to obtain the pass code. Unfortunately, Anna has now turned into some kind of genetically mutated monster, so the task falls to you to destroy her. Bummer. Chuck a couple of grenades in her direction and follow it up with a few blasts from the shotgun. Retrieve the Big Jim licence card and proceed towards the Big Jim Boarding Room. Input the code 4171 at the suit itself and when the short FMV sequence is over, get inside the Big Jim suit.

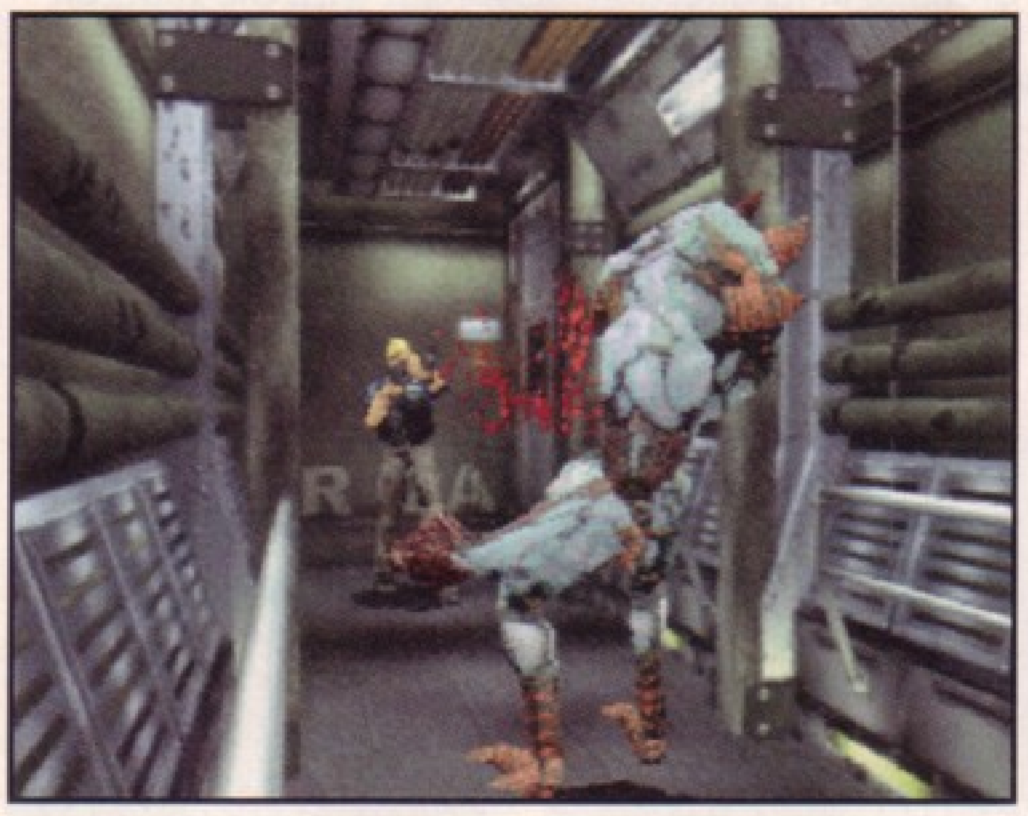








▲ The FMV snippets reveal helpful bits of information.



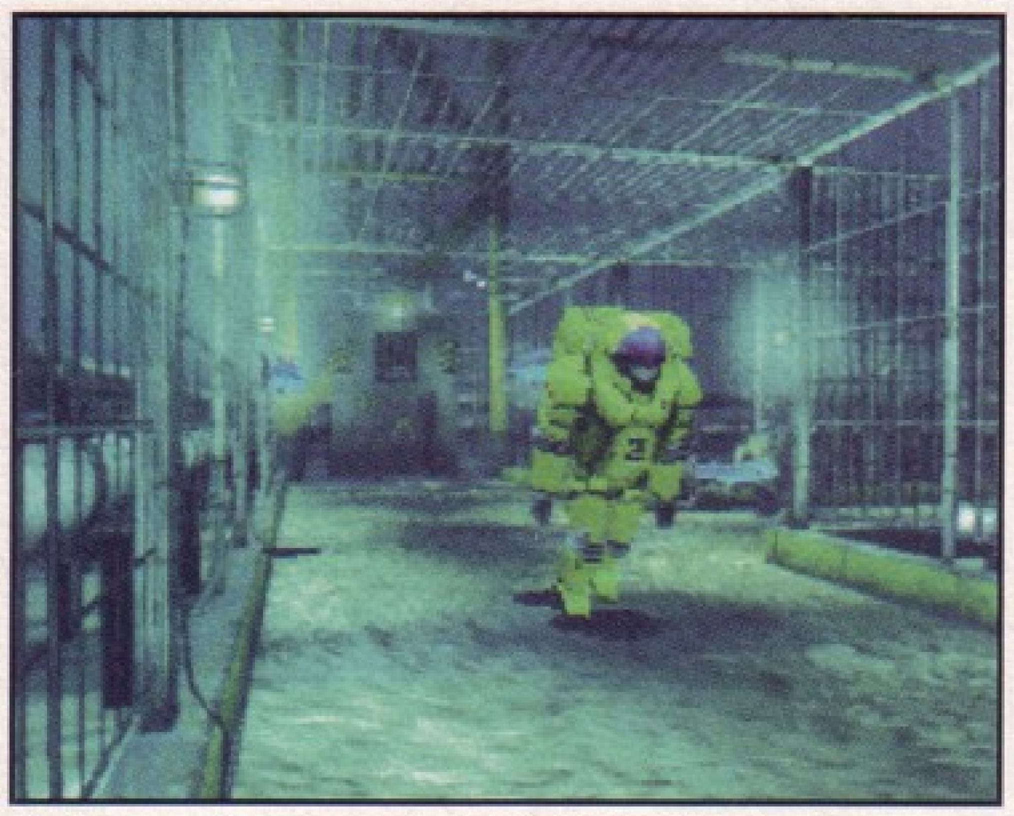
▲ One of the crystals in front contains a special item...



▲ Use the Big Jim suits to walk on the sea bed.

WHO THE HELL IS BIG JIM?

Walk along the sea bed until you reach the Energy Unit Area and enter into the Junction Room to Outside. Proceed along the corridor and into the Outer Corridor of the Reactor, blasting the two monsters as you enter. Follow the corridor to the left and stock up on ammo in the Storage Room. Then follow the corridor around the other way and scale down the ladder to the lower level. Shoot the three monsters and proceed to the Controls Administration Room where you'll meet Dubois. After the short FMV sequence, exit the room and run around to the Coolant Storage area. The valve for the cooling tank is stuck, so return to Dubois who gives you further instructions. Return to the Big Jim suit and walk along the sea bed to the



▲ More underwater action with Big Jim. Cool.



▲ Destroy Anna to get the code for the Big Jim suit.

Naval Weapons depot, entering the code 3742 to gain access. Exit the Big Jim Dressing Room and proceed into the Storage Area. Activate the Manual Air Supply and enter into the adjoining room, where a short FMV sequence takes over. Retrieve the C4 explosives and the Colt government hand gun before returning to the Big Jim suit. Make your way back through the Connection Park Area and the FMV sequence takes over. Once inside the Energy Unit Area, return to Dubois in the Control Administration Room for further instructions.

RIP: SHARRON

Make your way to the Coolant Storage Room and use the C4 explosive on the control panel. Return to Dubois and a short FMV sequence will take over. Once it's finished, make your way to the Undersea Tunnel Area and proceed down the Workers' Corridor. Destroy the monster and make your way into the Passageway. Proceed into the Shelter, retrieve the first aid supplies and progress into the Sea Farm Area. Enter the Storage Room and pass into the Administration Room where



▲ Use the grenades to inflict maximum damage.

you'll you'll meet Sharron. Follow her into the Large Animals Storage Room and kill the mutant cow. Obtain the key from Sharron and exit into the passageway. Take the elevator to the first floor, kill the two monsters and enter Sharron's Room. Read her diary and exit the room, following along the Passageway to the Breeding Pool. After the short FMV sequence, save the game position and return to the Docking Area to meet Gina and Danny. After the FMV sequence, proceed to the CCD Area. Follow the Passageway to the E-Pool Area and the FMV sequence takes over. Once it's done, make your way back to the Docking Area and into the Area Junction Room. Once the FMV sequence has finished, take the door leading into the Junction Room to Submarine and enter the door to your right. Once in the Control Room, sit back and enjoy the long FMV sequence.

SENDING OUT AN SOS!

Locate the airduct in the Control Room and crawl through it. Proceed to the end of the corridor and enter into the Barracks, retrieving the wireless part A and medical supplies. Exit the room and scale the ladder directly ahead up to the second floor.

Proceed down the corridor behind the ladder and enter into the adjoining passageway. Enter the first door on the right leading into the Data Library and crawl through the airduct leading into the Laboratory. Shoot the monster and retrieve the wireless part B and weapon card for the assault rifle. Return to the Area Junction Room and enter the door leading into the Passageway. Follow the corridor around to the Storage Room and obtain the Assault Rifle. Make your way back to the corridor where the Data Library is situated and scale the ladder opposite. Proceed through the flooded Passageway to the Engine Room where you'll copme face-to-face with



▲ Hey guess what kids? Yep. More of that FMV footage.





the enormous monster. Equip yourself with the Assault Rifle and fire as many rounds into the huge creature as possible. When it goes down, retrieve the wireless part C and return to the Control Room. Replace the broken wireless parts with the new parts and send out an SOS call.

THE END IS NIGH

Return back through the airduct and scale the ladder to the second floor. Follow the corridor around to the right



▲ Now restart the game to play as the Tyrant. Just kidding.



and into the E-Pool Area. Pass through the E-Pool Area and into the Passageway, saving your game at the Manual Air System. Take the door on the right leading into the Clean Freezer and examine the computer. Destroy the enormous monster with the Assault Rifle and the short FMV sequence takes over. Use the Air Grenades to weaken the new monster, whilst blasting it with the Assault Rifle. After the short-story-advancing sequence, return back to the Engine Room and use the key to activate the self-destruct system. Once the self-destruct system is activated, return to the Clean Freezer to make your escape in the pod. Right, that's it. I'm done. See ya!



▲ And that concludes our Deep Fear coverage. Hoorah!

Castlevania X

Players Guide Part Three

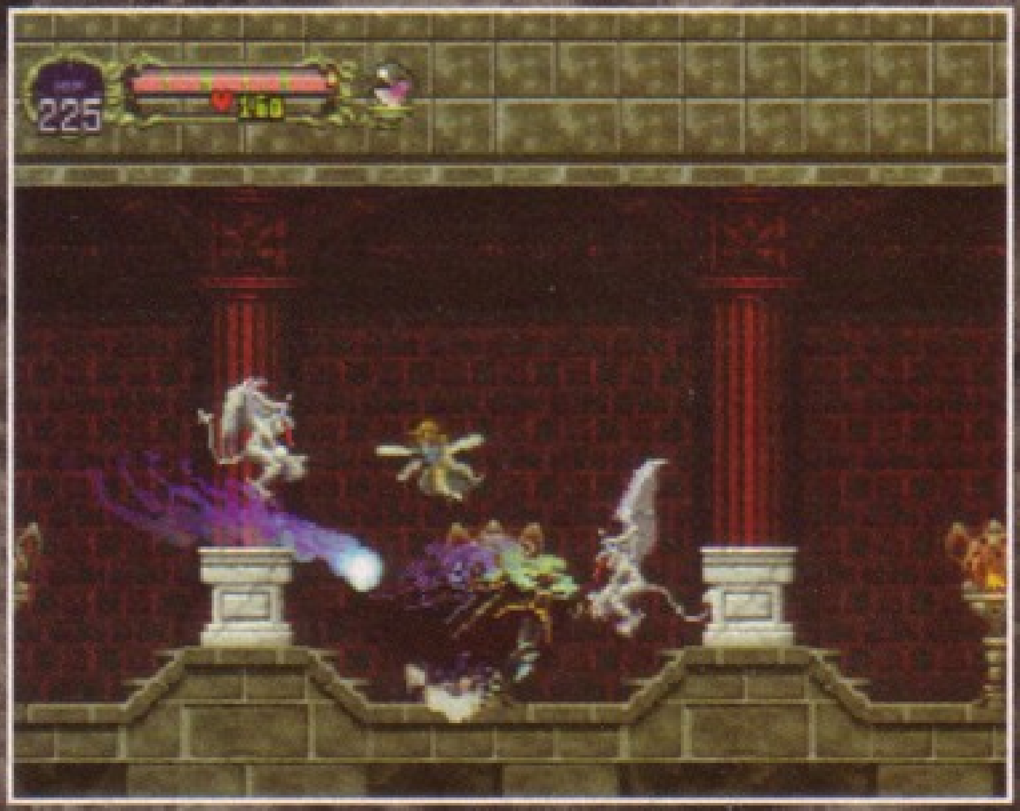
It's the final part of our extensive Castlevania X import guide and the adventure has just begun! This month we leave the main castle, tackle the inverted version and face off against old fang face himself. MATT YEO stakes his reputation on this guide!

SATURN BONUS LEVELS!

CURSED PRISON

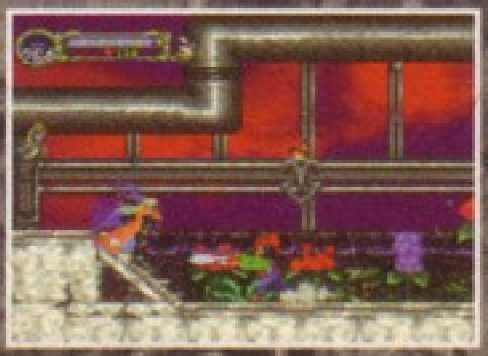
Head left straight away for a Save Station and then work your way down the level, dodging knights and archers. Step on the switch to drop the barrier. Avoid the ghosts and fireballs to reach a door that leads to the Marble Gallery.





UNDERGROUND GARDEN

Return to the very start of the game and a hatch will have opened up in the floor. Drop down and enter the Garden, proceed to the right, watching out for Gargoyles and Skeletons. Smash the Living Tree and fly to the upper right wall for a real boss challenge! To the left lies a transporter.





THE COLOSSEUM

Entering from Orlox's Room, go right and drop down the first hole you come to. Head right and use the Save Station. Drop down two more levels (to the bottom) and go right for bad guys galore and a few goodies. Leave the room, head up the pit one level and go left. Cross the suspended lift and keep heading left until you reach another Save Station.

Drop down the pit and to the left for a few goodies, go back to the base of the pit and climb to the top. Head right and, where the room splits, take the upper route. In the next route, smash the roof to reveal a secret room containing the Demon 2 Card. Go back to the split route and take the lower route.

BOSS 1: MINOTAURUS & WEREWOLF

If you haven't already tackled these guys, just crouch down and use your most powerful weapon to take 'em out. Once defeated, proceed to the right for the Mist 1 item.

THE NIGHTMARE

You enter this area from the long shaft in the Groundwater Vein. Continue right and go down. Use the Save Station on the left and use the platform on the right to travel to the Nightmare by pressing Up.





Once you've chatted to the woman tied to the cross, she transforms into a Succubus and once defeated she gives you a Red Ring. Put this on NOW! You'll need it later.

ABANDONED PIT TO THE CATACOMBS

Go via the Groundwater Vein to the Pit entrance. Head to the bottom for a Save Station, climb back up to the lion's mouth and defeat the boss, Cereberos. In the next room, use the Demon Card to summon the spirit which pushes the wall switch. Enter the secret area to the right and explore it for a few items.



Head back to the switch room, go down the pit and go left for the Demon 1 card. Go down and to the left for more goodies, go right for the level door.





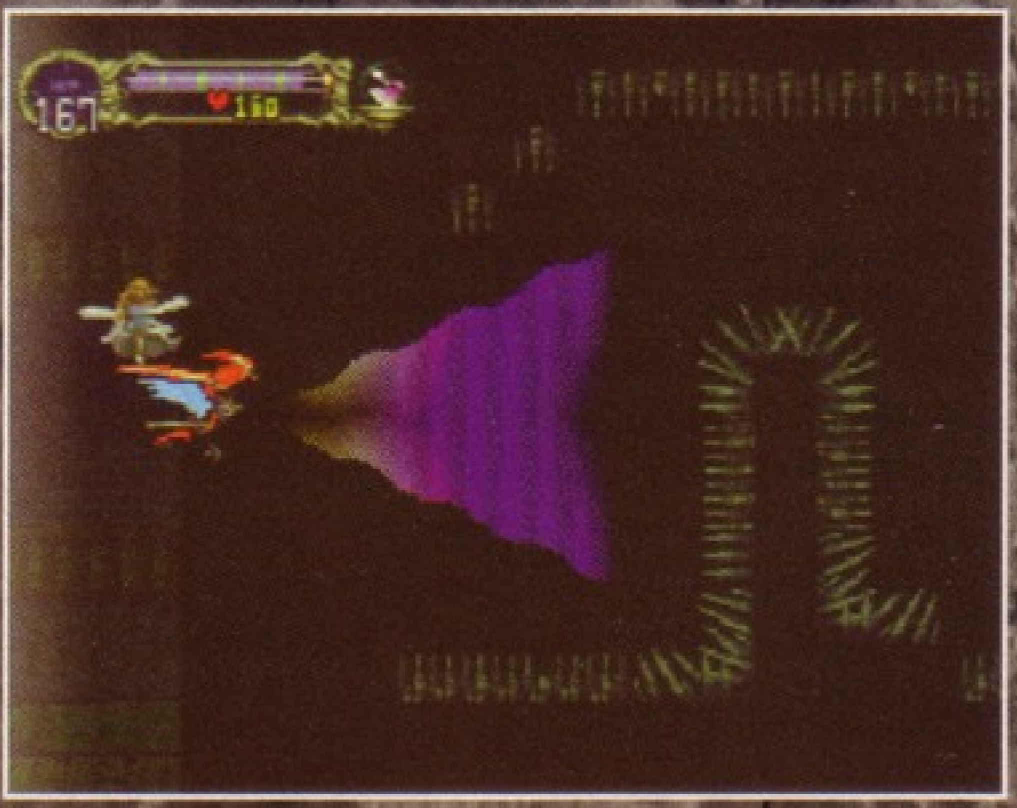
THE CATACOMBS

At the first junction, go left to the Save Station and through it to another room. Keep heading left, break the wall and collect the necklace. Return to the junction and go right. Drop down at the end of the hallway and watch out for the Gremlins. Go right, dodge the slimes and head for the upper right exit. The next section is in total darkness, so you'll need to either use the Mist 2 or Bat 3 items to negotiate this spike-filled trap. Just be careful!

At the end of this section, return to human form and step on the switch to activate the lights. Go right and smash the urns for items, drop down and head left. Collect the Spikebuster Armour (you'll need to return to the chapel and use this - see last issue). Retrace your steps, through the spike trap (you can now break through them) and back to the junction











shown. Continue left, pick up the Max Life and Max Heart items and tackle the three mini bosses. Jump over the lava-throwing Gravekeepers and, when you reach the Discus Lord, fly up to a room. Smash the urns for items and break the left-hand wall for a cool sword. Go back to the Discus Lord and left to another lava room. Climb up and go right for a Save Station and past it to more armour. Head to the left and prepare to face Granfaloon!

BOSS 2: GRANFALOON

Looking like a gigantic pulsing brain, this nightmare creation takes patience and skill to defeat. What you need to do is hack your way through its brain minions and take away the five sections of its body, piece by piece. Not an easy task as you have to watch out for laser blasts and zombies. Use the side platforms to gain extra height and don't forget to use secondary weapons for extra range.



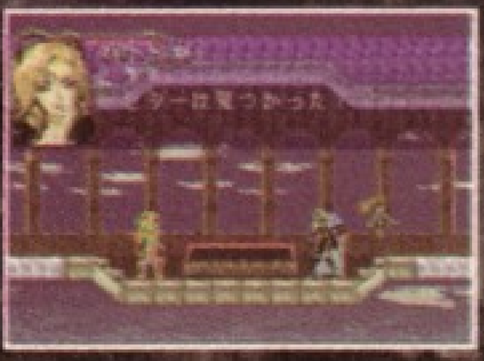


Once beaten, head to the left for another awesome weapon and then leave the Catacombs.

THE FINAL CHAPTER...

The main castle is almost complete, but you've still got a few tasks to tackle. First of all, head back up to the Chapel and blast through the spike-filled corridor to meet Maria. With the Red and Blue rings in your possession, go back to the main clock. A passage will have opened up, leading to a lift and junction. Go right and collect the Max Heart and Max Life then go left and save your game. Ride the lift down and enter the central chamber.

Battle Maria and then put the Green Glasses on. Now travel to the Castle Keep and fly across the broken





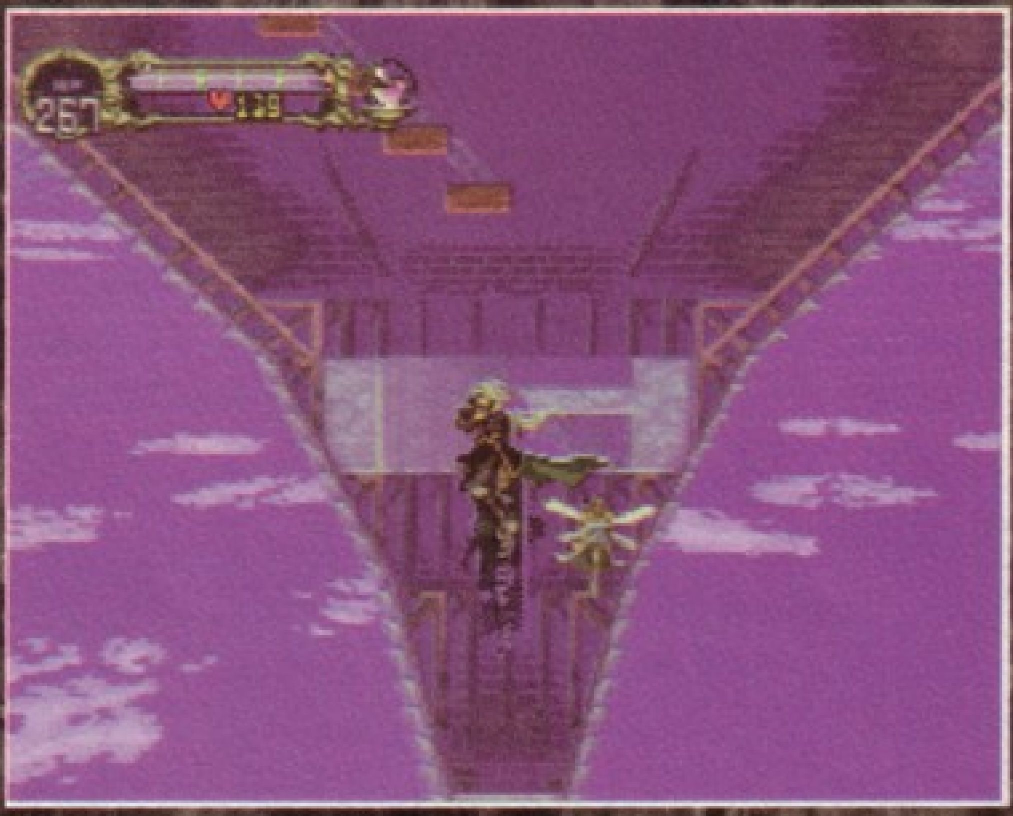




bridge to face Richter. Collect the extra weapons as well. When battling Richter, hit the demon head above him to free him from the spell. Once defeated, Alucard steps into a transporter and it's off to the Inverted Castle with you!

THE INVERTED CASTLE

The main castle may have been completed, but you haven't finished the game just yet! Now you must tackle the Inverted Castle which culminates in a final showdown with Dracula himself.



Because it's an exact copy of the castle you've just finished, I'm not going to walk you through the entire thing again. Instead, I'm listing the important differences between the two castles so you can conquer it yourself. After all, exploration is half the fun! The layout of the Inverted Castle is basically the same as the normal castle's, with a few exceptions:

1. The Outer Wall elevator doesn't function.
2. The Chapel Bells are gone.
3. The boat lifts in the Groundwater Vein are also gone.
4. The floors (formerly ceilings) in the Marble Gallery feature sliding booby traps.
5. The Librarian has disappeared.
6. The secondary weapons cache has moved to the centre passage below (formerly above) the clock face in the Marble Gallery.
7. The elevator in the Alchemy Lab doesn't work.
8. The red and blue rings no longer open the floor above (formerly below) the clock face in the Marble Gallery. Now you must collect Dracula's Eye, Tooth, Ring, Heart and Bone to enter this final area.
9. The Nightmare transporter is gone.

QUICK TOUR OF THE INVERTED CASTLE

This tour through the castle is intended to minimise uneccesary backtracking and also allows you to attack the toughest bosses later (in fact the boss in the Catacombs is tougher than even Dracula!):



1. Tour the Keep.
2. Explore the Chapel.
3. Fight in the Colosseum.
4. Play in Orlox's Room.
5. Transport back to the Keep.
6. Pass time in the Clock Tower.
7. Climb the Outer Wall.
8. Go through the Library.
9. Walk down the Marble Gallery.
10. Experiment in the Alchemy Lab.
11. Run through the Entry Hall.
12. Swim the Groundwater Vein.
13. Slog through the pit.
14. Hit the Catacombs.

Return to the Marble Gallery and enter the area above the clock face to battle the dark priest, Shaft, and his evil master, Dracula!

GOALS AND SPECIAL NOTES

The goal in the Inverted Castle is to collect Dracula's body parts, thus opening the final area (where you got the Green Goggles in the Upright Castle). You'll get each of the Dark Lord's parts from the new bosses you encounter. You'll also get the final Bat Item which turns your Sonar Beam into a weapon and the last Mist Item, allowing you to cause damage. Also, to defeat the lightning boss, you'll need to collect a special item. Head to the Entry Hall and transform into the Wolf. Now run through the opening you smashed through at the start of the Upright Castle. Repeat this a few times and a door opens in the upper right of the level.

Collect the item and equip it. Now travel to the room that









contained the Granfaloon and face the Lightning Lord. This huge monstrosity takes some beating (12000 HP!), but with the right items it is possible. Wearing the necklace enables Alucard to absorb the bosses lightning bolts and actually replenish energy.

GEOGRAPHY AND TERRAIN

The Inverted Castle's geography is identical to the Upright Castle's, but you must consider a few things in order to beat it:

WATER

Water now flows up and the only way to swim against the tide is to transform into the Wolf. This is essential if you want to get over 200% because you must visit the pools now suspended from the ceilings. It's also important to visit the room behind the big waterfall in the Groundwater Vein.

FLYING

You must fly virtually everywhere, so it becomes very important to monitor your magic consumption.

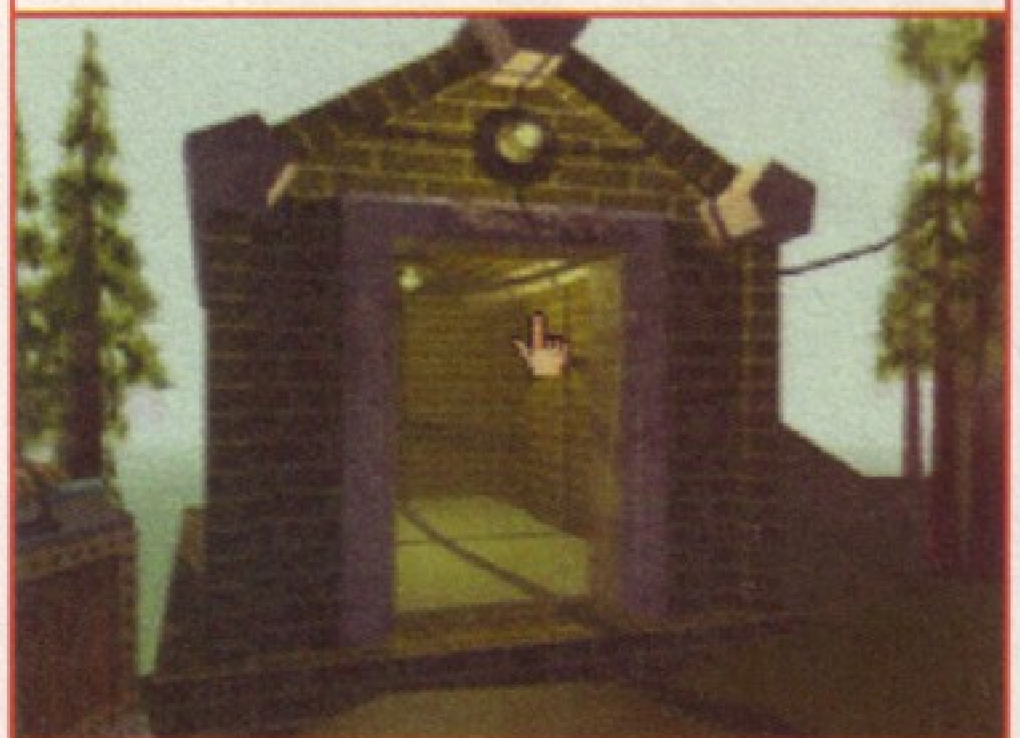
Tips Megathon!

The Complete A-Z Part Two

Would any other magazine in the world devote so much space to covering tips for every Saturn game in such fine detail? We think not, so make the most of this second and final part of our huge Tips Megathon, as this month we comprehensively 'do' the letters M-Z.

MYST

If you've every wanted to know how games are put together, use this cheat to get a very long and detailed film about "The Making of Myst". Load the game up and wait for the "Cyan" screen to appear. Now **press and hold Top Left, Top Right, A and Start.** Keep them held and the sequence will start up. It's jolly interesting too, you know.



▲ It's a good job we didn't make this tips guide a three-parter! We've left out a few import games to save space.

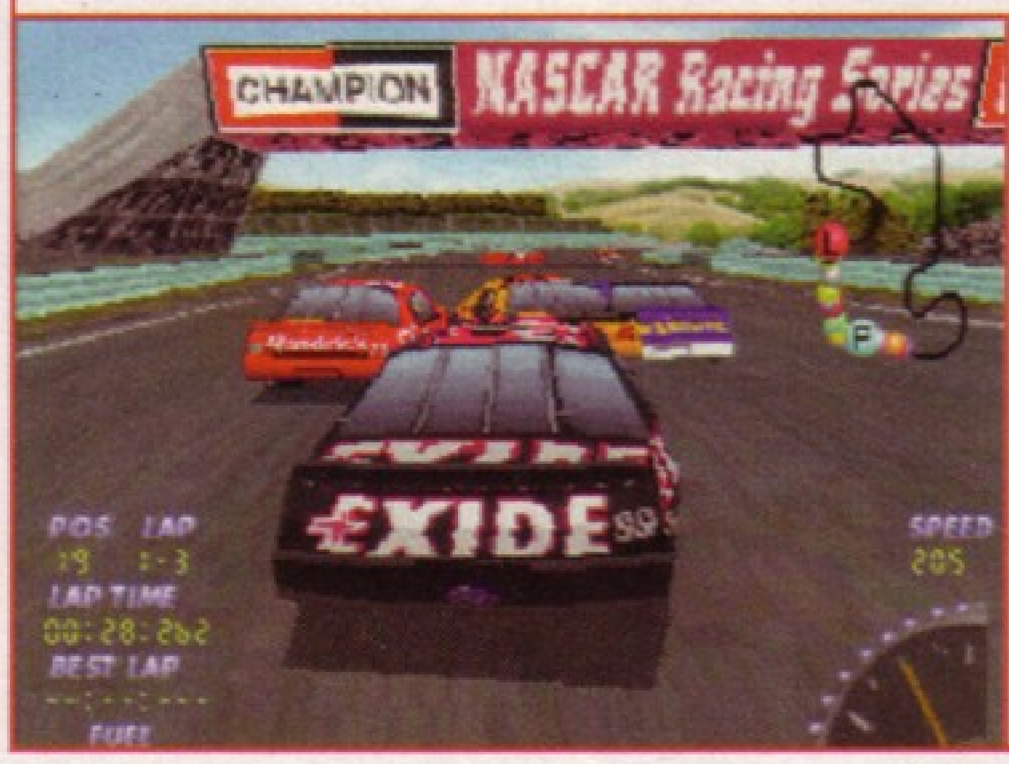
NASCAR '98

TOW TRUCK
Go to the race setup screen and choose 'car select'. Pick Bobby Labonte or Kenny Wallace then **hold C and press Up, then Down** to turn your vehicle into the vehicle rescue tow truck.

FAT CARS
Go to the game options screen and highlight stereo. **Hold Z and press B, X, Y,** followed by **A and B** simultaneously. You should hear "Go Buddy! Go, Go!" Now start the race and reset by **pressing Start + A + B + C.** When the game reloads your cars will be twice as wide.

WIREFRAME TRACK
Go to the game options menu and highlight 'control setup'. **Hold Z and press A, B, X,** followed by A and Y simultaneously. You should hear "Go buddy! Go, Go" again.

WIREFRAME CARS
Enter the wireframe track code and start the race, then **press Start + A + B + C** to reset the game. The cars should now be in wireframe mode too!



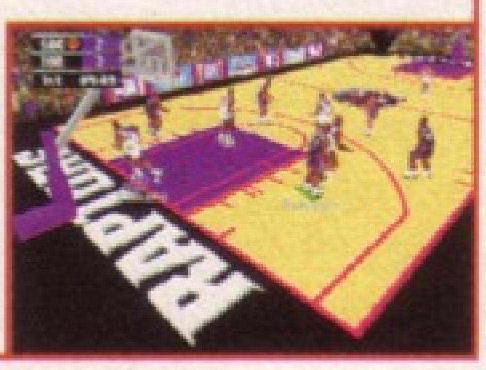


NBA ACTION

Freefloating camera in replay mode
First, pause the game and choose the replay mode. Go to the Change Camera option and **hold either the L or R button.** Then, during the replay, you can move the camera **by holding R+Z** and **using the D-Pad** to move it around.

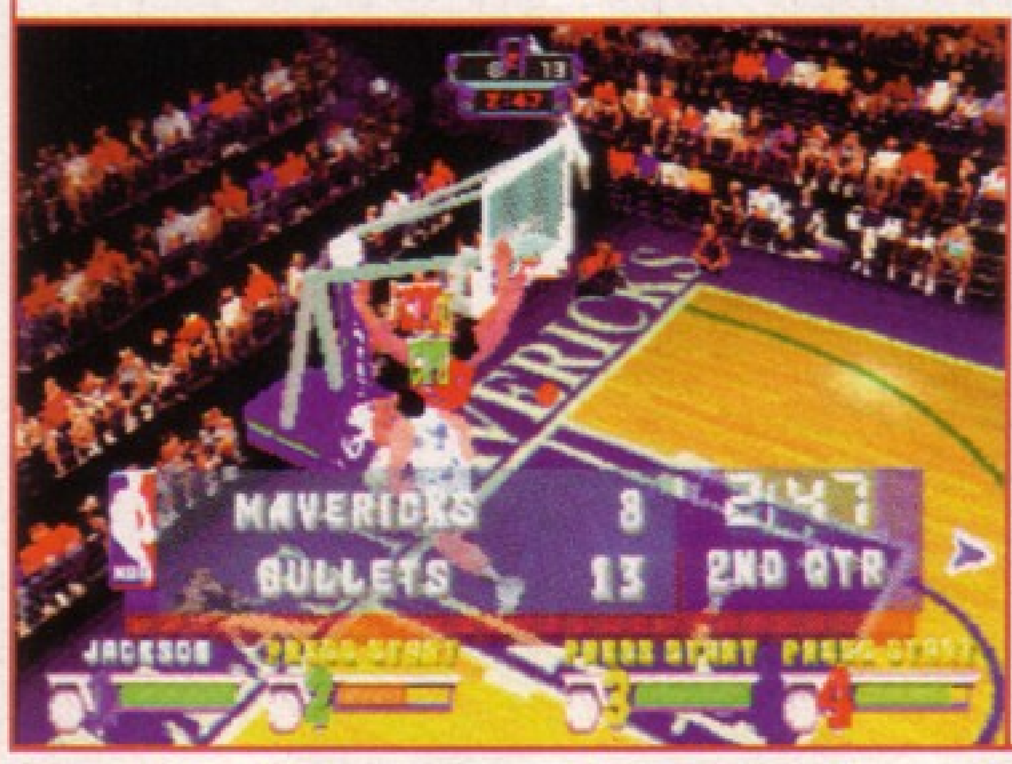
Change the side of the Court
You can also swap the end from which you view the game. Just go to the main play menu screen and highlight the Select Court option. Now **hold the R button and press Z** to change the position.





NBA JAM EXTREME

It gets bigger every time! The list of secret characters in each new NBA Jam game has grown again to over 100! Seeing as it's out now, and these hidden players and cheats make the game more enjoyable, here's a complete list.







Small Players with Big Heads On Big Head Select, press Up, Down, Left, Right, Down, Up, then select Yes.
Big Feet Mode Hold Left or Right when leaving Big Head Select.
Head-er-oids Bonus Game Hold Up+Extreme on all 4 pads when leaving Team Select.
Marshmallow treats Hold Up at end of title sequence, before screen dims.
Random Team Select On Team Select, press Up+Turbo.
Random Player Select After Random Team, press Up+Turbo again.
Show fake code message Hold Start button on Power-up.

...NBA JAM EXTREME (continued)

These codes must be entered by pressing all the buttons while on the Team Select screen, holding them right through to the Versus screen, then pressing the directions listed.

Shot % Display Hold Extreme+Shoot, and release on Vs screen.
Infinite Turbo Hold Turbo, then press Up, Down, Up, Down, and release Turbo.
No Turbo Meters Hold Turbo+Extreme, then press Up, Down, Up, Down, and release buttons.
Remove Crowd Hold Extreme+Pass+Up, and release on Vs screen.

These codes must be entered during the tip-off sequence, while the referee is walking out to throw the ball up.

Computer Assistance Off Extreme, Turbo, Pass, Pass
Beach Ball Mode Pass x2, Turbo, Extreme, Turbo, Pass x2.
Soccer Ball Mode Pass x2, Turbo x2, Extreme x3.
Quick Hands Mode Pass x3, Turbo x3, Extreme x3, Pass x3.
Max 3Pt Mode Pass x8, Extreme, Pass x7.
Legal Goaltending Extreme x8, Pass, Extreme x9.
Dead-eye Dick Turbo x5, Pass, Extreme, Turbo x6.
Super Rainbow Shot Turbo x5, Pass, Pass, Turbo x6.
Power Push Turbo x2, Pass x2, Turbo X2, Pass x2, Turbo x2, Pass x2, Turbo x2.
Max Speed Extreme x10, Pass x3.

These codes must be entered on the Keep Record screen when entering your name. As you'll see, the codes are too long to fit in as usual, so you have to enter the first 2 letters, then backspace twice, then put in the next 2 letters, then backspace again. Repeat this until the code is entered and you hear a noise to tell you it's worked, then put in whatever name you want to play with.

Start at Playoffs	**PL AY OF FS**
Start at Finals	**FI NA LS**
Start with 2 Playoff games won	**CH EE SY**
Start with 3 Playoff games won	**NO VI CE**
45 second Shootout	**SH OO TO UT**
Sound Test	**KA ZO O**

To use the secret character codes, select to enter your name, then put in the initials and dates below. Some characters don't have a code, meaning that they are only available once you've selected someone else from their team. Each team has a specially-designed kit and court – even the mad, secret teams!



SCULPTURED PASSWORD (Powered-up players)

Dwain Skinner	DAS	Feb 21
Dave Ross	DJR	June 8
Jeff Peters	JBP	May 17
Daren Smith	DRS	April 10
Mike Callahan	MWC	May 1
The TinMan	TIM	Jan 24

SCULPTURED (Powered-up players)

Mark Ganus	MMG	Sept 16
Roy Wilkins	RNW	Sept 15
Rob Dautel	RAD	March 19
James HebdonJ	PH	April 26
Dean Morrell	DSM	May 9
Mike Peery	MJP	May 26

SQUID TEAM

Melissa Pardike	MAP	March 26
Jane Bradley	JLB	May 23
Jonathan Dansie	JWD	Aug 2
Lee Phung	LEE	Jan 1
Jason Greenberg	JAY	April 18
Chris Hawkes	CDH	Feb 21

ACCLAIM

Weasel	DAN	Feb 1
Magic Hair	SET	Dec 8
Samoa		
Sequioa	SDR	April 10
Air Nick		
Pistol	WAN	June 10

ACCLAIM

Mark "Chaos" Shafer	XTL	May 2
Bob "Striker" Davidson	RAD	Oct 18
Fumongous	GUN	Jan 11
Geoff "Clouseau" Higgins	GCH	April 13
Air Dog	SAM	Jan 21
Ice Princess	MDK	Dec 24



▲ Confused by the piles of NBA Jam games? So are we!

CELEBRITY TEAM

Junior Seau	JR	June 1
John Elway	WAY	Sept 30
Frank Thomas	BIG	Dec 6
Marv Albert	MRV	Dec 31
Newt Gingrich	NEW	Aug 12
Samoa	TVH	June 6

SPECIAL SPORTS TEAM

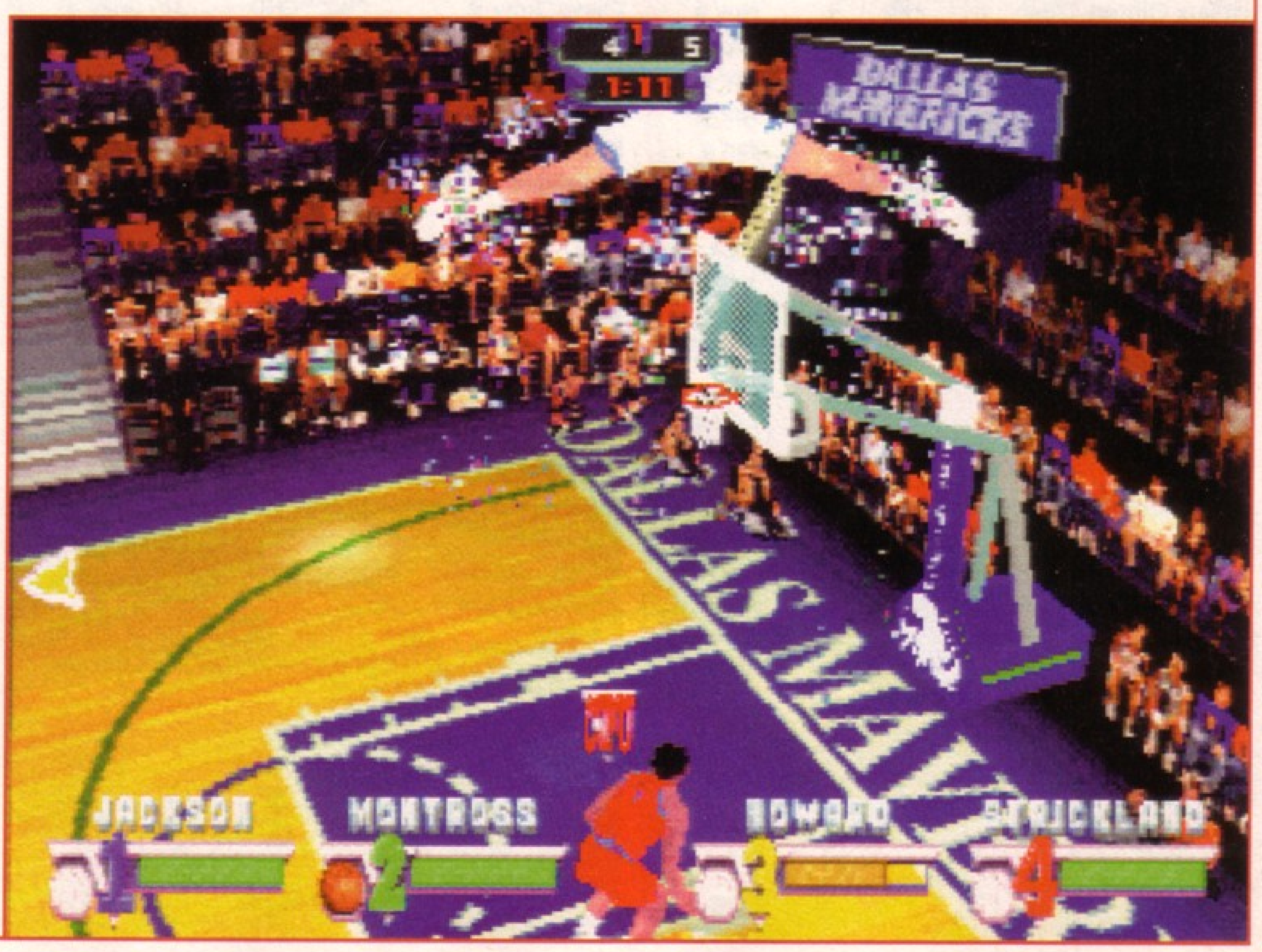
Cheryl Swoopes	SWO	Jan 1
Rebecca Lobo	LOB	July 4
Carol "Blaze" Blazejowski	BLZ	March 1
Bob Lanier	LAN	Sept 10
Air Nick	ARN	May 18
George Gervin	ICE	April 27

MISFIT

Stinger	MSS	Oct 26
Shamrock	JHG	Aug 26
Diamond Dave	DJP	June 29
Chris "Hacker" Slate	JCS	Dec 8
Todd "Cowboy" Mowatt	TVC	Oct 3
Richard "Richito" Szeto	RTS	Feb 25

ROOKIE

Jason Caffey	SCT	Nov 14
Randolph Childress		
Kevin Ganett		



...NBA JAM EXTREME (continued)

Alan Henderson
Antonio McDyess
Shawn Respert

ROOKIE	BAP	Aug 11

Jerry Stackhouse Gary Trent Corliss Williamson
Damon Stoudamire Rasheed Wallace
Antonio McDyess



ALL-STAR EAST	LMH	June 28

Vin Baker Terrell Brandon Patrick Ewing
Penny Hardaway Grant Hill Juwan Howard

ALL-STAR EAST	EST	March 14

Reggie Miller Alonzo Mourning Scottie Pippen
Glen Rice Juwan Howard Patrick Ewing

ALL-STAR WEST	WST	July 12

Clyde Drexler Sean Elliot Shawn Kemp
Jason Kidd Karl Malone John Stockton

ALL-STAR WEST	RMC	April 21

Dikembe Mutombo Hakeem Olajuwon
Gary Payton Mitch Richmond David Robinson
John Stockton

HAPPY TEAM

Pirate Bill	SAL	Feb 2
Mr. Happy	MJT	March 22
Dufus the Clown	GRR	June 19
Three Feet Under	TOD	April 17



▲ Dreamcast NBA Super-Jam EX 2 Plus is a dead-cert.

Mr. Unhappy	GEM	Nov 3
Ooohh	JLH	Jan 26

INVISIBLE TEAM

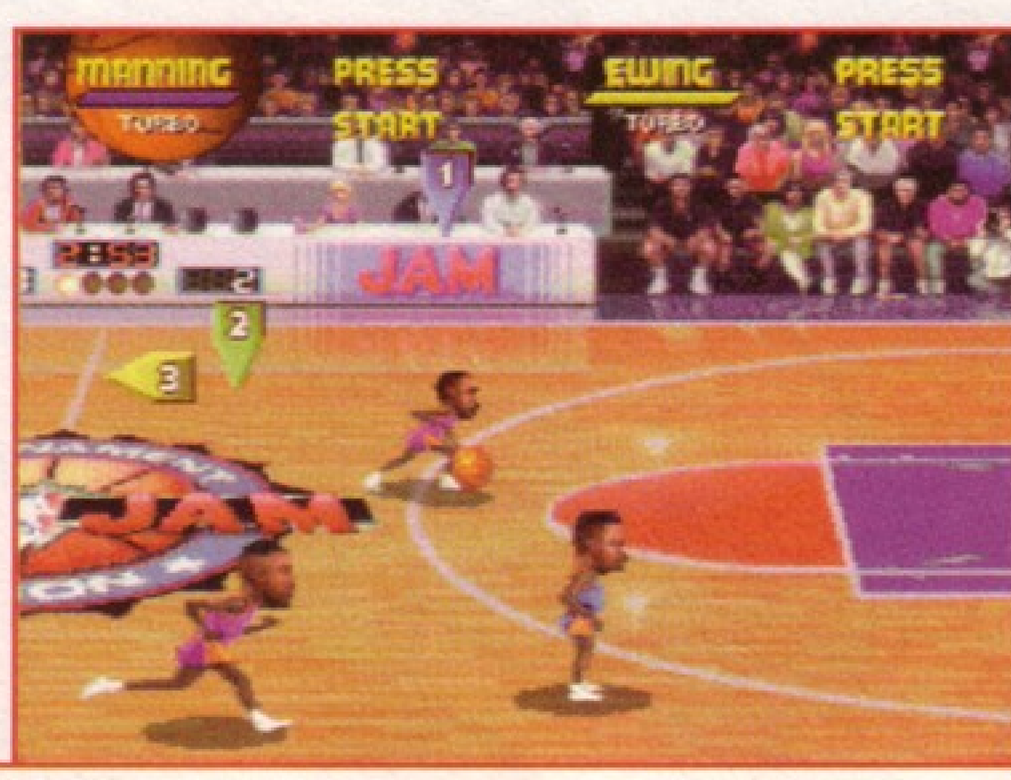
Who	WHO	Jan 1
Brained	BCS	Jan 7
Monkey Boy	PJP	Nov 2
Howie	BCE	July 10
Jim Jung	KJ	Dec 13
Huh	CBR	June 25

NBA JAM: TOURNAMENT EDITION

The NBA Jam games always contain secret characters, and the Saturn version's got a massive number of them. To play as any of the characters listed, answer "Yes" when asked if you want to enter your initials, then hold the L and R shoulder buttons while entering these letters and dates. "Secret Player" will appear on the screen to let you know that it has worked. By the way, the commentator even calls out all of the secret character names when they get the ball!

Charles	CHA	May 4
Clinton	BIL	Jun 3
Hillary Clinton	HIL	Nov 6
Mike D	M_D	Jul 1
Adrock	ADR	Apr 6
MCA	MCA	Apr 9
Heavy D	HEA	Jan 9
F Prince	FRS	Feb 2
Jazzy Jeff	JAZ	Oct 9
Benny	BEN	Sept 20
Blaze	BLZ	Jan 14
Hugo	HOR	Jun 12
Bird	LAR	Jan 15
Gorilla	APE	Apr 2
Crunch	WOL	Mar 7
Catling	CAT	Jan 2
Hutchinson	BAR	Apr 9
Magic Hair	STH	Dec 8
D Falcus	DAZ	Aug 6
Hodgeson	HOG	Dec 31
Tunnicliff	SAT	May 7
J Falcus	JAS	Nov 16
Jax	JAX	Mar 1
Mad Mike	MUS	Dec 24
McHugh	BAA	Jul 12
Gray	ROB	Feb 23
Higgins	TOM	Feb 19
Hill	ZIG	Apr 7
J Moon	JAY	Aug 24
Chow Chow	CHD	May 5
Brutah	GOW	Jul 17
Weasel	DAN	Jan 2
Snake	SNK	Jun 15
Renaldo	REN	Feb 4
Fumungus	GUN	Jan 11
Kabuki	KUB	Apr 14
Max	LIZ	Aug 7
Sequoia	SAW	Apr 10
Boo-Boo	THI	Nov 1
Pistol	WAN	Jun 10
Facime	DEL	Oct 19
Air Dog	AIR	Jan 21
Carlton	CAL	Mar 25
Divita	DIV	Jul 3
Goskie	GOS	Jan 6
Liptak	LIP	Jan 14
Rivett	REV	Jul 6
Turmell	TUR	Jan 31
Thomas	FNK	Jan 8
Gordon	GOR	Jul 3
Shelley	SHY	Jun 8
Moore	MOE	Jun 8





These bonus codes can be used as cheats. Enter them in the same way as the secret characters.

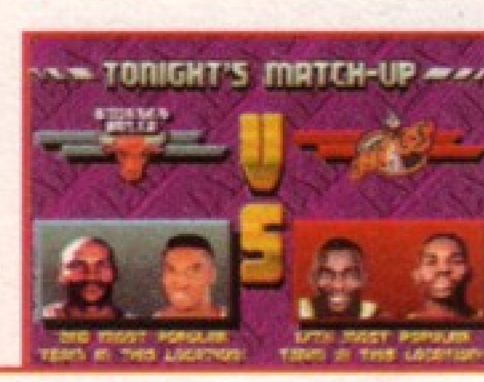
All 27 teams defeated	FIN	Jan 1
26 of 27 defeated	END	Jan 1

Once all of the teams have been beaten, you play again with extended team rosters; secret opponents and hidden power-up modes.

Special Effects

Choose to start a game, and when the Tonight's Matchup screen appears, press any of these buttons to get special effects.

Giant Body	A and C repeatedly
Giant Heads	B, A, Y, C, repeatedly
Baby Mode	B and C repeatedly
Quick Hands	Left, Left, Left, Left, Y, Right
Powerup Defence	Right, Up, Down, Right, Down, Up
Powerup 3 Pointers	Up, Down, Left, Right, Left, Down, Up
Maximum Power	Right, Right, Left, Right, C, C, Right





THE NEED FOR SPEED

Get the Warrior Car + Lost Vegas track

To get the hidden and ultra-fast Warrior car, as well as the hidden Lost Vegas track, enter the Tournament code **TSYBNS.**

Rally Mode

To turn all of the tracks slippery (Rally Mode), hold the L+R buttons when selecting a track. The track textures will now look slightly rougher than before and the grip will also be lowered, making it easier to powerslide.





▲ **We felt the need. But no more, alas, we are tired now.**

Chnge the speedometer

At the title screen, **hold X + Y + Z** on the two-player pad, then **press Start on pad one.** Now your speed will be measured in a Euro-friendly kilometres per hour. Jacques will be pleased.

Hidden Jump

First pick the Rally mode of the Lost Vegas track by holding down the L & R buttons, then look for the section of the track that is under construction. Go to the end of that section and then turn around and keep going until you hit a great hidden jump.

NHL HOCKEY

During the two-player (skating) introductions, **press X + Y + Z + top Left + Top Right together.** Then press the following during the national anthem for some "hilarious" results, that came very close to making us laugh. But failed.

Top Left + Top Right	- Big Players
A + X	- Centred Gravity
A + B	- Small players
A + Y + Z	- Upsidedown players
X + Y + R	- Bouncy Puck



NHL '98

EA's latest hockey game isn't totally useless - it allows us to fill this little part of the Tips page. Cheers EA! I knew there was a reason why you released games on the Saturn. Enter these codes at the Password screen and prepare to have fun, albeit in rather small quantities:

STANLEY - View the end movie
NHLKIDS - Players and goalies are very small
PLAYTIME - Players are kids with normal heads. Goalies have huge heads
BIGBIG - All the players are huge
BRAINY - Players have big heads
MASKDMAN - Wear team's third strip, if they have one







▲ **More cheats that EA probably thought were funny or useful. They weren't, like most of their Saturn games.**

NHL ALL-STAR HOCKEY

To power any of the players up to the absolute maximum, go to the Player Attributes screen and **press A+B+C+X+Y+Z.** This will let you boost every area to the top.

To get loads of hidden game modes, select a two-player game and **press the X+Y+Z+L+R** buttons during the player introductions. Then, when the National Anthem is playing, press:

L+R	**Big Players**
A+B	**Mini Players**
A+Y+Z	**Upside-down Players**
A+X	**Puck slides to the centre**
X+Y+R	**Bouncy Puck**



▲ **Oh man, that's so funny I... actually no, it's not funny.**

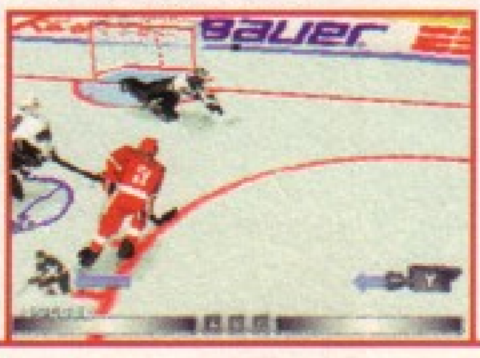


NHL POWERPLAY HOCKEY

RAD ARMY TEAM

Tired of the same old boring teams?. Well try this little number out and the game's development team will kick some butt on the ice. Between the Team Select screen and the Jumbotron screen, **press A+Y+C.** You should then have the option to choose the Rad Army.







NIGHT WARRIORS

Not only is the regular game completely brilliant, these cheats are fantastic!

If you go the options screen and highlight the speed option and **press X, X, Right, A, Z quickly** (Akuma's hidden firecracker move in SF Alpha), you'll be able to move the speed stars up to 10. This makes the game ridiculously fast and difficult to control, but it's great fun!

If you highlight the key configuration option and **press B, X, Down, A, Y quickly** (Anakaris's ex-special), an new option will appear – Appendix. Select this to



get loads more options, including one to turn on the full arcade animation when two of the same character are fighting each other. Also, a complete version of the original Darkstalkers – the version appearing on PlayStation – can be selected, along with all the original backgrounds!

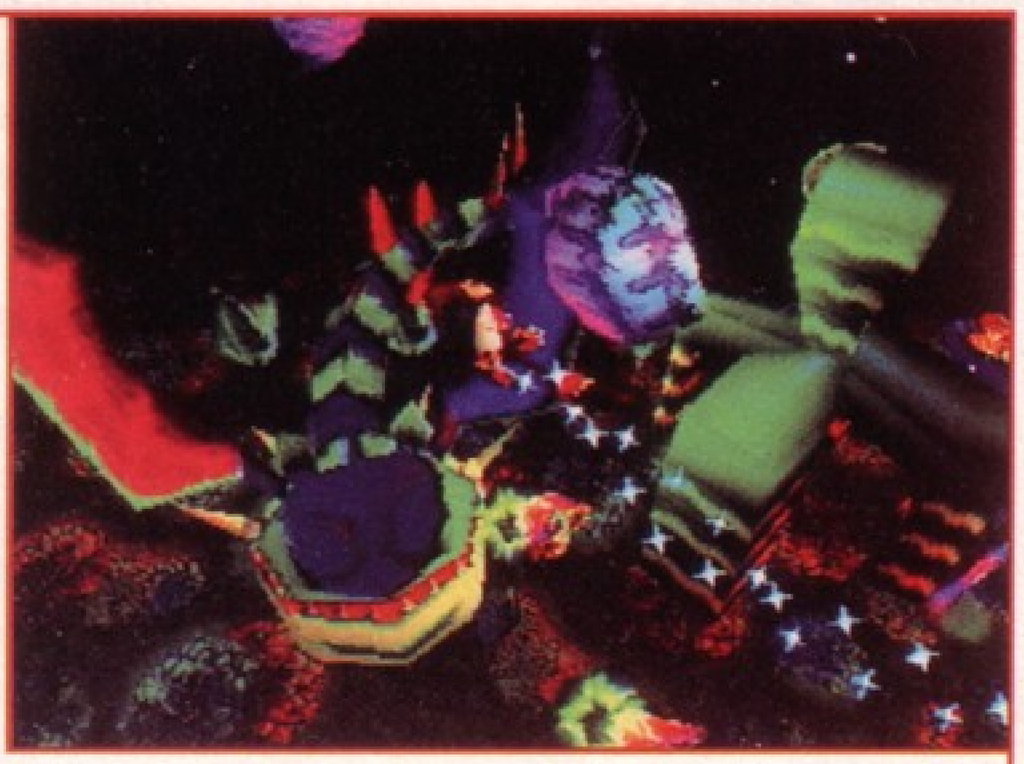






NiGHTS

When the SONIC TEAM logo appears on the screen, **press A, B, RIGHT, A, C, A, DOWN, A, B, RIGHT, A.** Next, at the title screen, **press UP, DOWN, LEFT, RIGHT, A + START.** Highlight any of Elliot's dreams, then **press X, Y, Z, Y, X, START.** Start the dream, pause your game, and **press RIGHT, A, LEFT, LEFT, Y, START.** Lastly, collect 50 crystals, and jump (or press START if you're NiGHTS). If entered correctly, a debug menu should appear.







NORSE BY NORSEWEST

LEVEL CODES

If you're stuck on Interplay's Nordic puzzler, then help is at hand with the complete level code guide. These codes should make your pillaging progress a lot easier.

Level 2 -	1STS	Level 17 -	YoVR
Level 3 -	2NDS	Level 18 -	oV4L
Level 4 -	TRSH	Level 19 -	T1N3
Level 5 -	SW1M	Level 20 -	D4RK
Level 6 -	WOLF	Level 21 -	H4RD
Level 7 -	B4RT	Level 22 -	HRDR
Level 8 -	K4RN	Level 24 -	oBoY
Level 9 -	BOMB	Level 25 -	HoM3
Level 10 -	WZRD	Level 26 -	SHCK
Level 11 -	BLKS	Level 27 -	TNNL
Level 12 -	TLPT	Level 28 -	H3LL
Level 13 -	GSYR	Level 29 -	4RGH
Level 14 -	B3SV	Level 30 -	B4RD
Level 15 -	R3To	Level 31 -	D4DY
Level 16 -	DRNK		



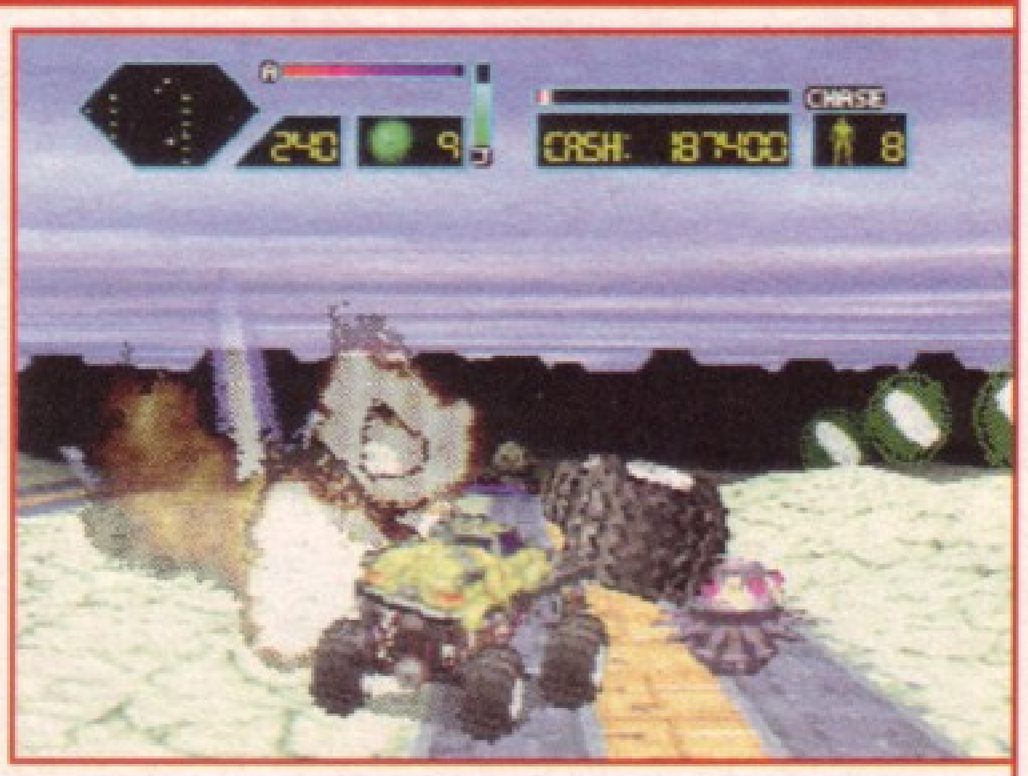




OFF WORLD INTERCEPTOR EXTREME

Here are the complete level codes. Level 6 is the hidden track – Morphus Moors.

2	HD6S?KBILKL5KHRBM
3	WPNS44943LXKMWGM
4	HPWSPFH77L2KRWVL
5	3MSCWFY?TSTWZYSP
6	8V!DM8F78HZJHSPL







PANDEMONIUM

Extra health
Enter **CORONARY** at the password screen. Extra hearts are added to your character's health bar.

Extra lives
Enter **VITAMINS** at the password screen. Players' lives are now boosted to a whopping 31.

Immortal enemies
If you want a real challenge, enter **EVILDEAD** at the password screen. Now all enemies become invulnerable.

Permanent firepower
Enter **OTTOFIRE** at the password screen. Players now retain the last weapon they collected even if hit by an enemy creature.

Invincibility
Enter **HARDBODY** at the password screen. Fargus and Nikki are now completely indestructible.

Select any level
Enter **ALMABHOL** at the password screen. It's now possible for players to choose any stage with 31 lives and 7 hearts.

Bonus Screen
Enter **CASHDASH** at the password screen. After every level you'll now play the bonus race.

Pinball game
Enter **TOMMYBOY** at the password screen. Complete a stage and you'll play the pinball game.



Rotate the screen
Enter **TWISTEYE** at the password screen. **Hold the L and R buttons and hit left or right** to rotate the screen. Hit down to reset the camera.

Quit to the level select
Enter **INANDOUT** at the password screen. Quitting the game brings you back to the level select screen instead of the title screen.

Switch characters during the game
Enter **BODYSWAP** then **hit Z** during the game to change between the two characters.





PANZER DRAGOON

Space Harrior mode
Pop open the Saturns data memory menu (with no CD inserted). Choose German as the language (Deutsch). Load the game CD. When the title screen appears **press up, X, right, X, down, X, left, X, up, Y, Z.** You will hear the sound of your dragon being hit if done correctly.

Rolling Mode
At the title screen press start, then rotate the pad three times clockwise until you hear a sound. The words Rolling Mode will appear above the Normal Game option. Tap twice in any direction to perform a roll.



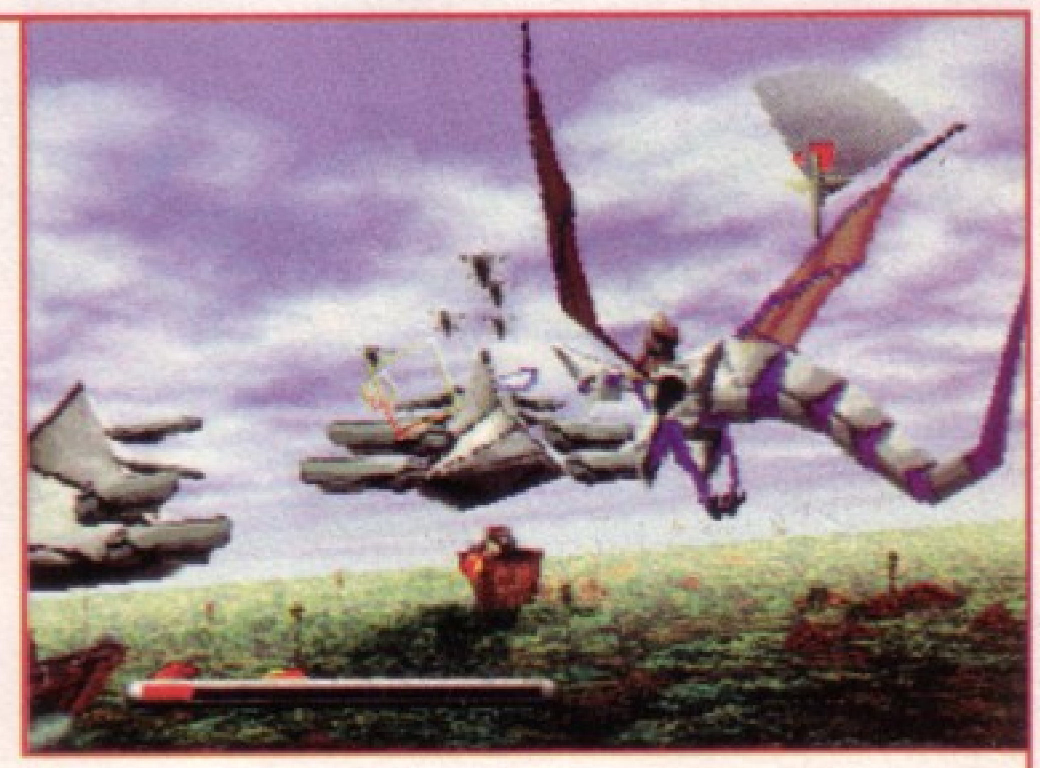


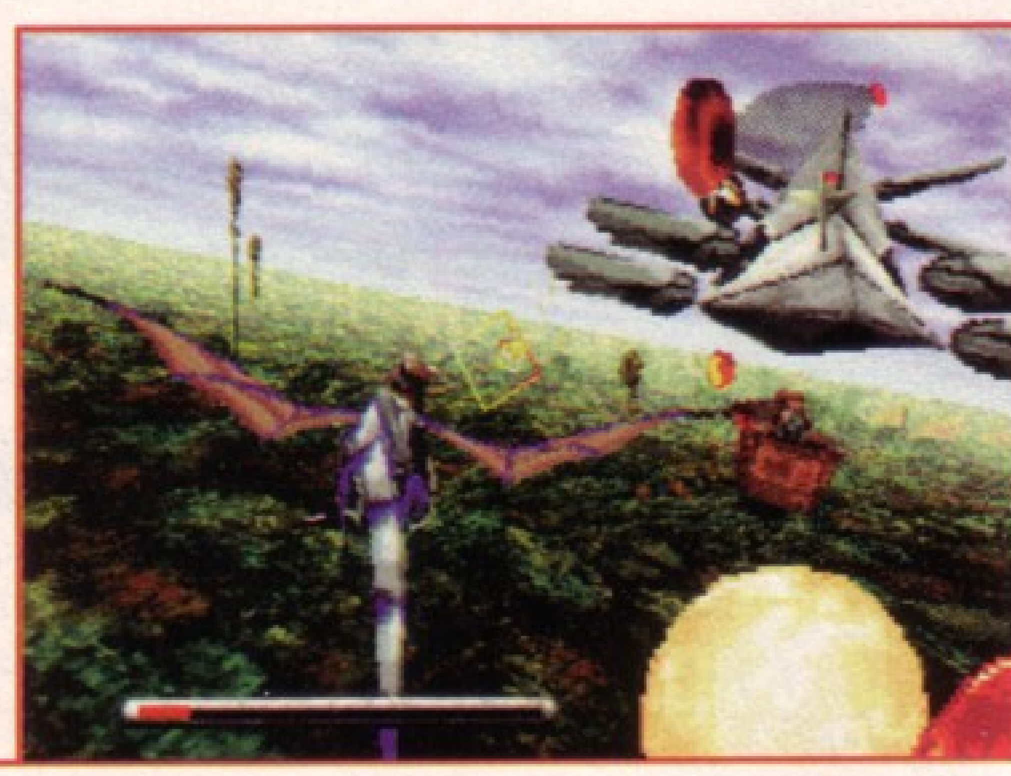


Wizard mode
At the title screen press start. When Normal Game option appears press **L button, R button, L button, R button, up, down, up, down, left, right.** Wizard Mode now appears. The game's about twice as fast now.

Invincibilty
Press start on the title screen that says "Press Start". When Normal Game and Options appears, press the following buttons followed by the following pad directions. **L button, L button, R Button, R Button, Up, Down, Left, Right.** If this trick works you will hear a sound like a dragon getting hit, and the words Invincuple Mode will appear. If you use this trick, you will not get the good ending.

Play Episode 0
At the title screen, **press Up, Up, Up, Down, Down, Down, Left, Right, Left, Right, Left, Right, L, R,.** You can use the invincibility code so your health meter doesn't run down as time passes.





Unlimited Continues
At the Normal Game, Options screen hit **Up, X, Right, Y, Down, Z, Left, Y, Up, X.**

Episode Select
At the Normal Game, Options Screen hit **Up, Up, Down, Down, Left, Right, Left, Right, X, Y, Z.**

The Ultimate Code
At the easy game options screen enter **up, X, right, Y, down, Z, left, Y, up, X.** This code acts as if you beat the game on very hard without continuing. The polygon man becomes a girl, **pressing x, y, or z** at the episode screen changes the color of your weapon.

Watch the Hard Ending
At the easy game options screen enter **up, up, down, up, left, left, right, left, down, down, up, down, right, right, left, right.**

PANZER DRAGOON SAGA

Basically, there are loads and loads of things for players to discover in here, with a lot of the fun coming from discovering them yourself - fun which we're about to destroy right now!





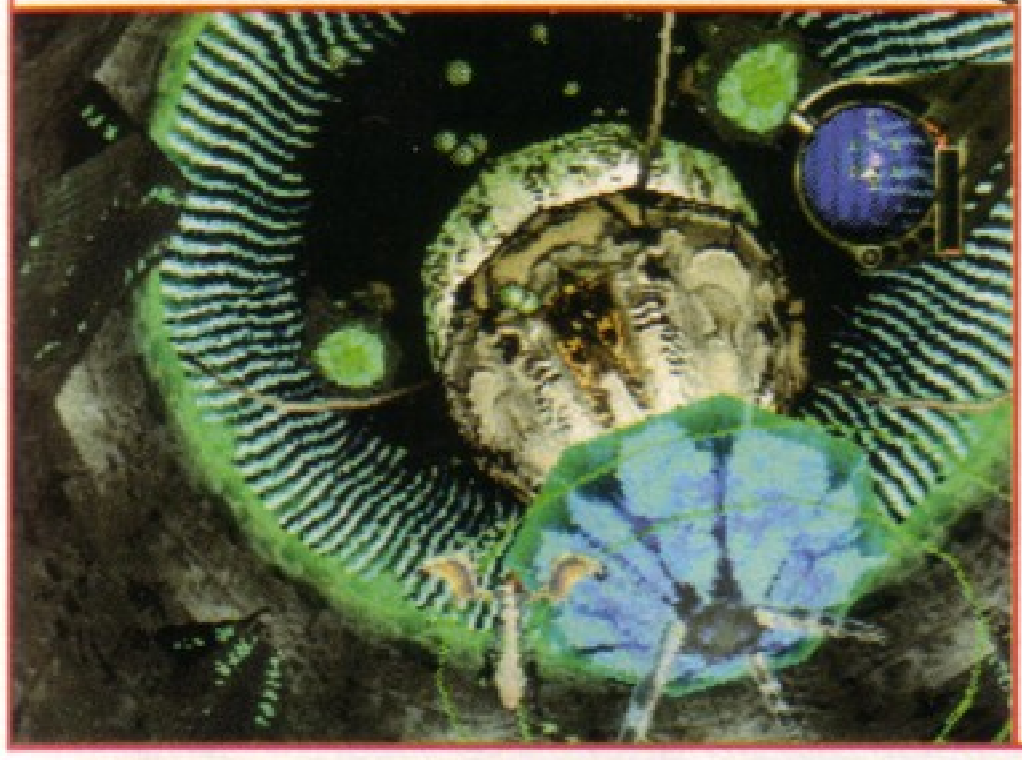
TRI-BURST GUN UPGRADE

When you go to Zoah, talk to Radgam the Hunter during the daytime. Keep talking to him and trying to tough his gun (snigger) and he starts giving you a test. Answer his questions correctly and he gives you the Tri-burst weapon upgrade.



COLOUR FIDDLE

Press Start on the player two pad - this allows various buttons on this pad to alter the colour and brightness of the enemies in the View Enemy Data section.



EXTRA BERSERK ATTACK - ASTRAL PHANTOMS

A lovely little cheat. Basically, just be really nice to your dragon - pet him, smile at him and give him a lot of attention, and he eventually learns the new attack all by himself. Giving him a name at the start helps too, along with waiting until morning so he gets a good night's sleep!

BABY DRAGON

Once you have the Eye Wing Dragon, go to Shellcoof and access all of the pyramids surrounding the ship. Now enter it and fly to the Genesis Chamber, where you find the Ambrosias and the Dragon's Crest, plus a little dragon who will follow you around and collect items you cannot reach. Access the little dragon to get the items.

SOLO WING DRAGON

Once you become a Light Wing Dragon, return to the Forest of Zoah and go into the Red Ruins. Now enter the central structure and look for a section without a Dragon Crest on it - access it to return the Crest you're carrying to where it belongs, and this should merge you with the baby dragon to create the Solo Wing Dragon.



PANZER ZWEI OPTIONS

Quite a few ingenious readers have noticed this. If you have a save position from Panzer Saga in you Saturn's memory, it actually allows all of the options in Panzer Zwei's Pandra's Box to be opened! Nice to see a bit of thought being put into things. And yes, this even works with save positions from our disc one demo CD. A good excuse to play Panzer Zwei again we think.

FASTER SPEECH

Another one that more experimental players may have discovered - **pressing the Top Left and Top Right buttons** slows downs and speeds up the speech during the real-time story scenes.

PANZER DRAGOON ZWEI

Pandora's Box

When you beat the game go to the option screen and you will see the option for Pandora's Box. If you turn it on you won't be able to access your save games though. It will allow you to select various options such as your dragons growth size, different weapons, and stage select plus a new level. The better you do in the regular game, the more options you'll be able to select from.



▲ Do you want to get into Pandora's box?





Get all of the options available in Pandora's Box
To get all the options you need to beat the game with a 100% score and a rank of Winged Death.

Open all of Pandora's Box

After playing the game for 30 hours all the options in Pandora's Box will open up to you.

Space Harrier and Dragon Mode

Once all options are open in Pandora's Box go to the life selection. Choose Lundi for Space Harrier Mode and Lagi for Dragon Mode

Analogue Trick

While using the Analog joypad set to circle (analogue mode) you can turn the dragon's head with the standard non-analog control pad. It's mildy entertaining, albeit useless.





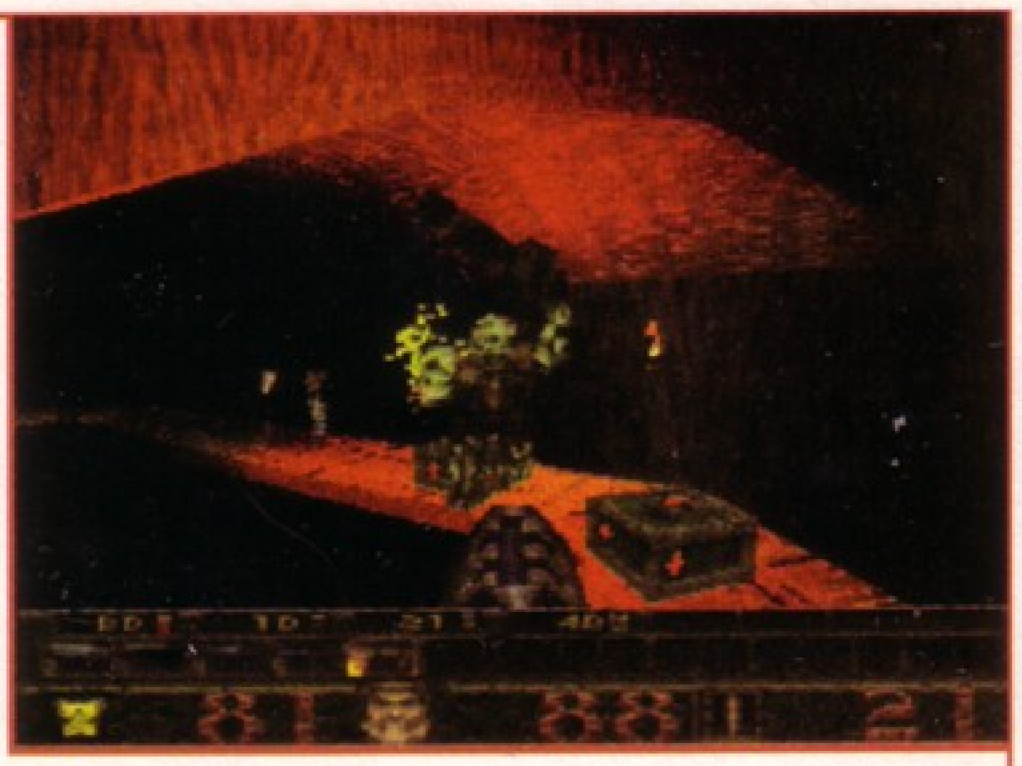
Double Speed!

To speed the game up to double, go to the title screen and **press Left, Right, Left, Right, Up, Down, Up, Down.** Now when you play, the game will be extra fast and harder than before. To get ??????????, go to the title screen and **press Left, Left, Right, Right, Up, Down, Left, Right.**



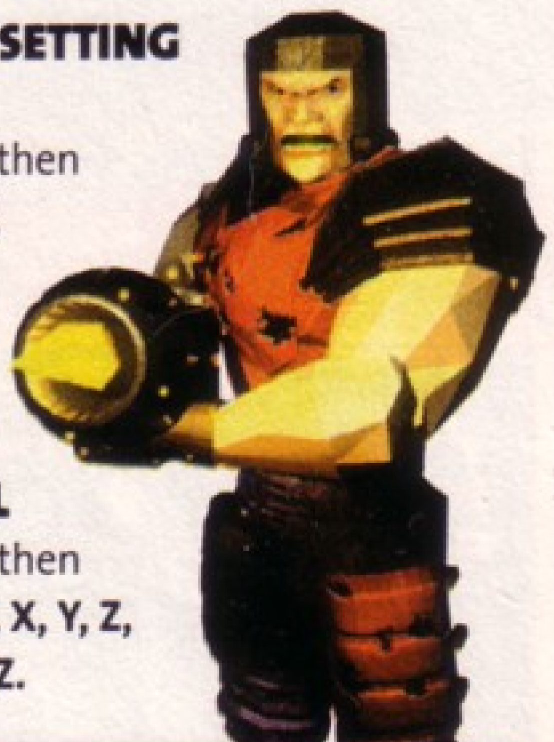
QUAKE

And lo, it came to pass that the Quake tips were printed in issue 33 of SSM. Such joy! Such happiness! Such a revelation! They may seem like just a few lousy old button presses to you, but to us the Quake codes are pure poetry expressed through the Saturn's joypad.



PAUL MODE (Invincibility)
Whoever this Paul bloke is, he must be pretty hard, as Paul Mode is Saturn Quake's very own God Mode! Want invincibility? Highlight Customise Controls then enter **Top Left, Top Right, Top Left, Top Left, Z, Y, X, Z, Y, X.**

CHANGE DIFFICULTY SETTING TO EASY
Highlight Music Volume then enter **Top Left, Top Right, Top Left, Top Left, Z, Y, X, Z, Y, X.**



CHANGE DIFFICULTY SETTING TO NORMAL
Highlight Music Volume then enter **Top Right, Top Left, X, Y, Z, Top Right, Top Left, X, Y, Z.**



RESTART CURRENT LEVEL
Made a mess of things on that oh-so-important section? Highlight Reset to Defaults then enter **Top Left, Top Right, Top Left, Top Left, Z, Y, X, Z, Y, X.** This returns you to the start of the level with your previous health and ammo levels.

TRACER FIRE ON NAILGUN!
Highlight Autotarget then enter **Top Left, Top Right, Top Left, Top Left, Z, Y, X, Z, Y, X.**

ZERO GRAVITY
Highlight Lookspring then enter **Top Right, Top Left, X, Y, Z, Top Right, Top Left, X, Y, Z.**

USE MONSTERS' WEAPONS!
Highlight Autotarget then enter **Top Right, Top Left, X, Y, Z, Top Right, Top Left, X, Y, Z.** By the way, this only works on levels which actually contain some monsters.

POS HEART THING
Hey, we don't have a clue what this one does, but we'd better mention it, just in case it's something really cool and important. Highlight Lookspring then enter **Top Left, Top Right, Top Left, Top Left, Z, Y, X, Z, Y, X.** Then wander about for a bit, checking to see if anything's different. Hmm... nope.

RAYMAN

If you aren't very good at the game, try these cheats out. They're probably harder to do than actually completing the game.

99 Lives
Pause the game, **press Up** and release it, then **press and hold X, B and Z** in that order, then release them in the same order. Then **press L button, L button; press and hold Up then Y,** then release them in the same order. Then **unpause.**

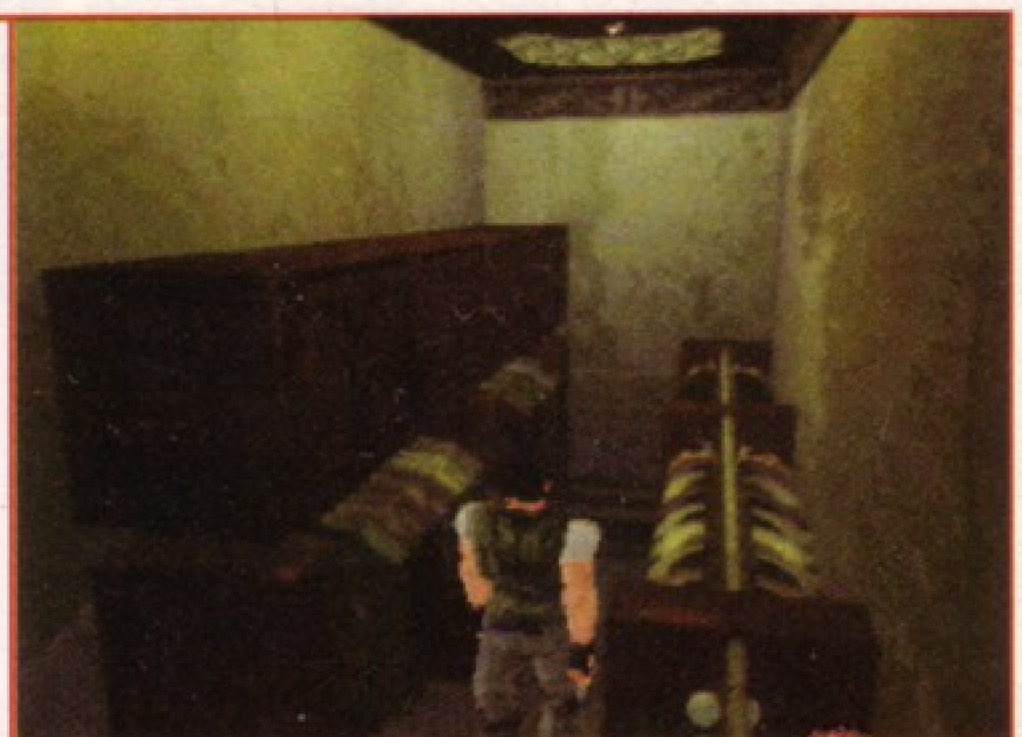
10 Continues
Pause the game, **press Left and release it,** then **press and hold A then C,** then release them in the same order. Then **press and hold Z, L button and R button** in that order, then release them in the same order. Then **press and hold X, Z and Up** in that order, then release them in the same order. Then unpause.

Refill Energy
Pause the game, then **press R button, Left, Up, Right.** Then **press and hold C then B,** and release them in the same order. Then **press and hold R button then L button,** then release them in the same order. Then unpause.

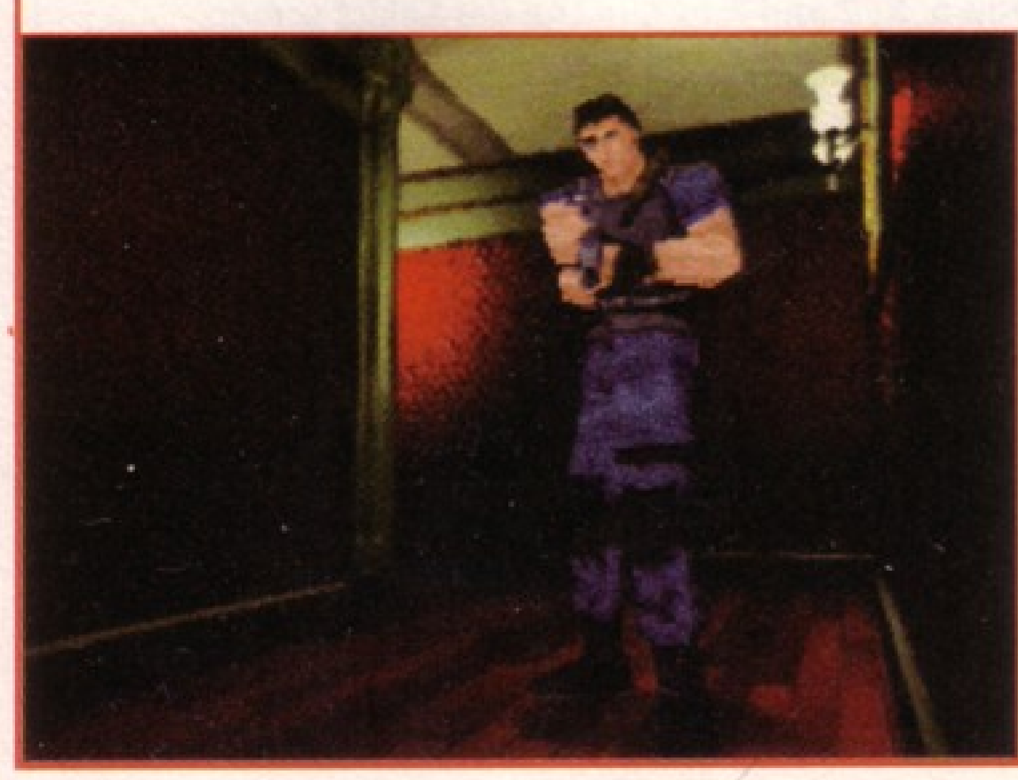


RESIDENT EVIL

What's the number one most requested tip at the moment? Yup, it's how to access the new Battle Mode feature without having to first play right through Resident Evil. And what's this written below? Why, it's the very answer to that question!



EASY BATTLE MODE ACCESS
You need to have an existing game saved to memory for this to work. Plug a joypad into port two and **press X + Y + Z + Start** on this pad at the title screen.



The Saturn will say 'Resident Evil' and pressing start on pad one will bring up the Battle Mode option.

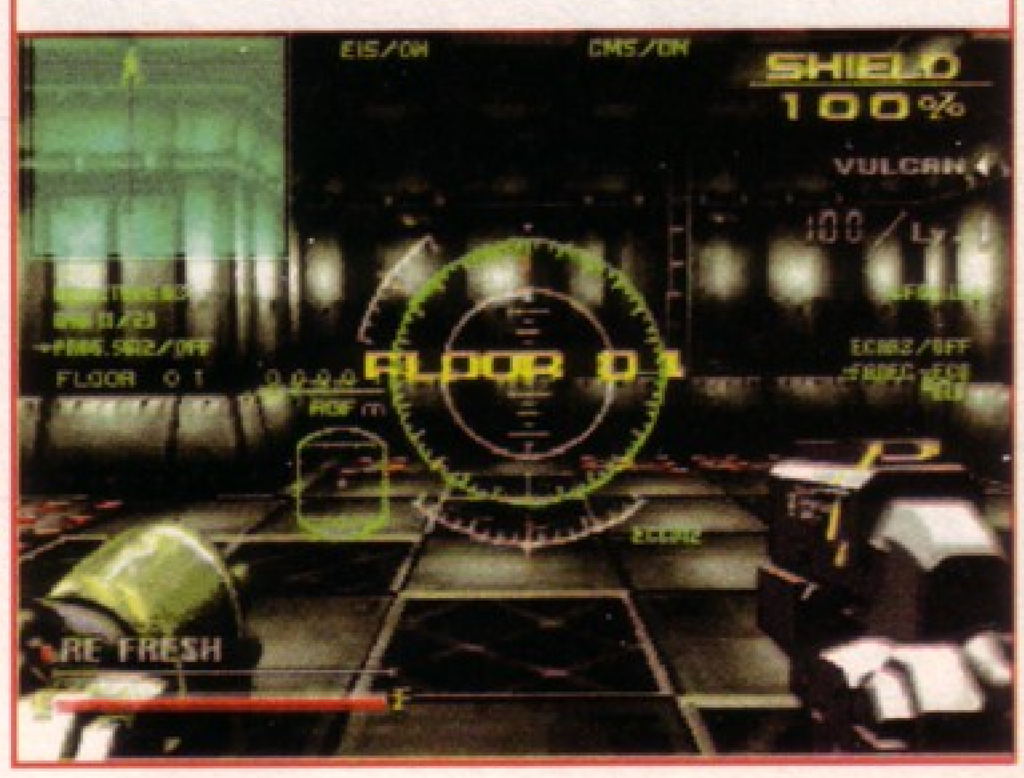


NEW OUTFITS
Plug a controller into port two and start a new game. When the text 'June 1998' appears on the screen **press and hold the Left and Right Shift buttons.** When the game starts, Jill or Chris will be wearing their swanky new costumes!

ROBOTICA

Refill Commands
Press and hold L and R on controller one. Now on controller two: **press A** for shield, **B** for generator, **C** for bullets, **X** for weapon power up, **Y** to get the level item, and **Z** to load the map and start to skip to the next level.

Level Skip
Hold L+R shoulder pads on controller 1 **+ push start on controller 2** to jump to the next level.



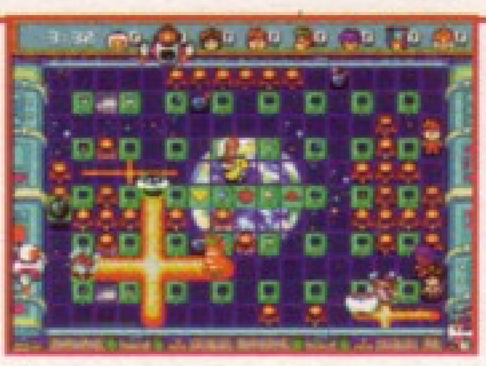
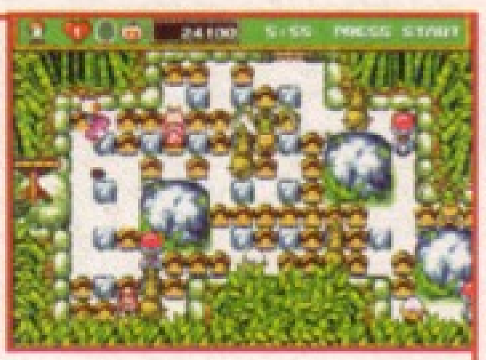
TIPS

SATURN BOMBERMAN



Stage select with maximum power items (Maximum fire and number of bombs, remote control, kick and line bombs)

On the "Press start button" screen, enter:
(1st Stage) L + R + upper left + A at the same time
(2nd Stage) L + R + upper left + B at the same time
(3rd Stage) L + R + upper right + C at the same time
(4th Stage) L + R + upper right + X at the same time
(5th Stage) L + R + upper + Y at the same time

▲ They call him Mr Bombastic.



START WITH SIX BOMBERMEN

If you start playing a normal game between 10 and 11:00 am, you're given six extra lives instead of the usual three!



BATTLE GAME

Here's how to gaing the hidden characters (Yuna & Manto) and computer level 4 (the level is usually set from 1 to 3). On the "Match play" select screen, **press and hold Top Left + Top Right** at the same time for one second to gain Yuna, with her speed multiplied four times. Manto has the power globe.

SEGA RALLY

Access Lakeside

Once you've activated this cheat, it will be saved on your Saturn's memory for as long as you want it. This cheat will enable you to select the Lakeside course on Practice, Time Attack and two player mode. It will also appear on the Record screen and you'll be able to select the Lake Side music on the sound option screen. There's two ways to get this cheat to work.
EITHER: Finish Championship mode in first place.
OR: Press X and Y simultaneously on the mode select screen.

Drive the Stratos

Unless you're absolutely brilliant at Rally, you'll probably still be tearing your hair out trying to obtain the secret car – the Lancia Stratos. This cheat allows you to access the car at all times and also save it on to the record screen. Again, this can be accessed in two ways:
EITHER: Finish the Championship Lakeside mode in first place.
OR: Press **X,Y,Z,Y,X** on mode select screen.



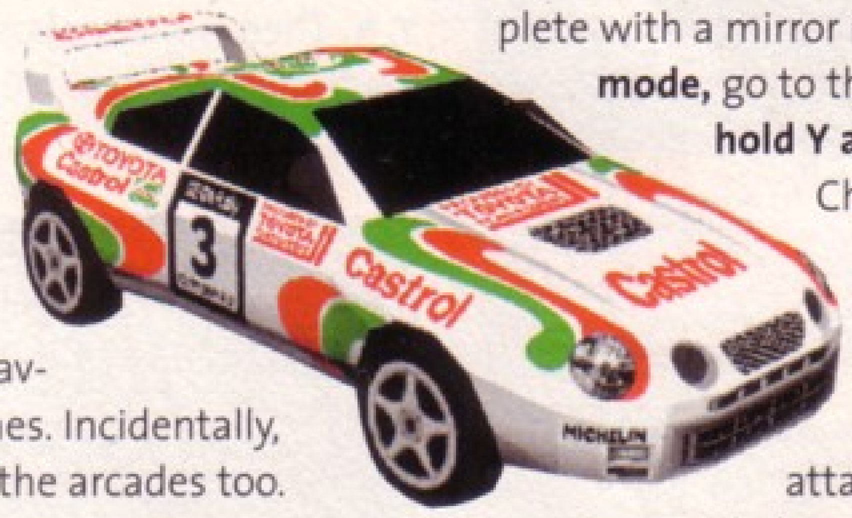


▲ We love it! We love it! We love it! We love it! Do you?

Drive Stratos in Arcade Mode

This cheat will only work if you select arcade mode on the options screen. Once the Stratos cheat is activated (see previous cheat), **press right** when the cursor is on Delta MT (on the car select screen) for the Stratos MT. **Press left** when the cursor is on Celica AT for Stratos AT. Your course record will not be saved when in this mode.

Get Hyper Cars!



This gives your cars a power boost and also allows a better grip on the road. The change may not be completely obvious at first, but you'll soon realise the difference when you start shaving seconds off your previous times. Incidentally, you can also access this cheat in the arcades too.

To access, **hold X and press C** to choose a car on the car select screen. Your car will automatically be set to hyper car mode, and there's a new record table for hyper cars. However, the time comparison does not work in this mode.



▲ Dreamcast Rally 2 contains the three original tracks!



▲ Why didn't people buy Saturns with games like this?

Mirror Mode

Well, it wouldn't be an AM game unless it came complete with a mirror mode, would it? In **arcade mode,** go to the **"select game"** screen, then **hold Y and press C** to select either Championship or Practice mode. In **Time Attack** or two player mode, go to the course select screen, then **hold Y and press C** to select the course. Time attack records and ghost data will not be recorded, and no ghost car will be available.

Camera Zooming on End Sequence

To zoom in when the end sequence is being played, **hold Z and Down,** then **press L or R** to zoom in or out.

Full-Screen Mode

To play the game without any on-screen dials, **hold Down, X, Z and A** before the Car Select screen appears, and keep them held while you **press C** to select a car.

Race against AM3's finest!

To race against one of AM3's top drivers on the Desert course, **select Time Attack. Choose** any course and any car and when you reach the screen with "3 Laps" and "Free Run" options, highlight "3 Laps" and **press X+Z+C** at the same time. You'll start as usual, only the shadow car will race off and get 52 second laps on the Desert course. By the way, this is another feature not included in the inferior American version of the game.

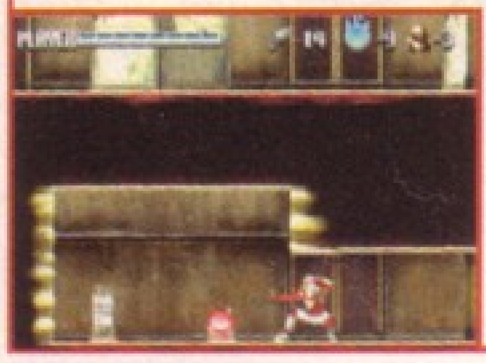
SHELLSHOCK

In the hangar **press down, up, down, seven times up, down, down, A, A, A. A** cheat menu should appear.



SHINOBI-X

To get 999 shurikens, go to the options screen and **highlight the 'Shurikens' option.** Now hold the L and R buttons and **press C, A, B.** The number will change to '999', meaning that you've got loads to throw around when you start the game.
If you want to see all of the FMV in the game, watch the opening intro sequence and while it's running, **press C, X, B, Y, A, Z, Start.** To skip levels: pause the game and then **press A, B, A, B, C.** Now use the D-Pad to pick your level.





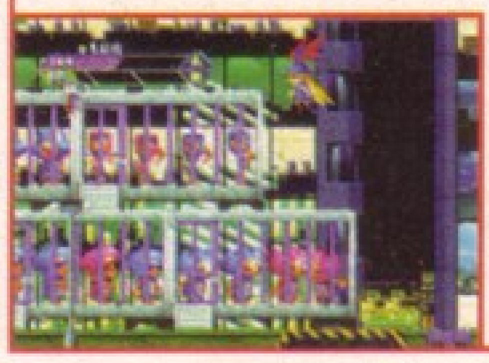
SILHOUETTE MIRAGE

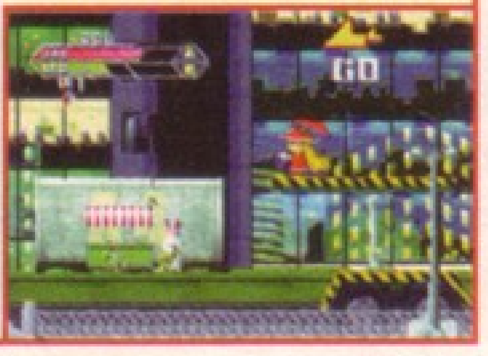
Treasure have just re-invented the shoot 'em up with Radiant Silvergun, while late last year they gave the platform genre a comprehensive makeover when they released Silhouette Mirage.

Hopefully a few of you bought this classy platformer on import, so try out this nice extra options cheat.

Debug Mode

After the Treasure log appears, press X+B+Z+Start. This should take you to a new option screen with the Debug Mode accessible from here.
Turn this option on and start a game to be given a level select and 9999 gold, plus a great sprite manipulation feature can then be activated by pausing the game and pressing Top Left+Top Right. From here it's possible to play with all of the sprite scaling and technical details that are in the game! But it may crash your Saturn in the process, so don't get too carried away...





SHINING THE HOLY ARK

EXPERIENCE BUILDING TIP

Here's how to keep encountering the 3333 experience granting creature in the tower to the east of the Capital of Enrich. From the entrance of the tower, head north, then turn right. You should then be able to see three paths in front of you (one to the left, another to the right and in front of you there'll be a door). Keep running from the left path to the right path and back again and you should ALWAYS be able to fight the 3333 experience critter.
The same creature also pops up regularly in the East Shrine, and at this point in the game the extra levels you can gain are VITAL!

SCARY FAIRY BELL

Once you've found all of the fairies, go back to the Forest of Confusion and check the monolith. Hold down the C button as if you're sending the fairies off to attack, and the Fairy Queen should appear. Hopefully, she'll give you a Fairy Bell which can then be used to send all of those lovely fairies off into battle at the same time, doing around a whopping 400 points of damage!



JOIN US DOYLE

There's a rather good extra character called Doyle hidden in the game, and he's a worthy addition to the team. To find him you'll need to visit the south-east village of Ninja and talk to the important people there, before Doyle will appear as a tree back in Desire village.

SHADY SHOPPING SCHEME

Basically, you need to hassle the poor shop assistants in the weapon and tool shops, until they eventually sell you a superior product to the one they first try to sell you! Press the C button to start a conversation with the shopkeeper, then rapidly skip through the text as if you've decided to leave without buying anything. Then start again, but look out for anything different coming up in the shopkeeper's speech window. Repeat until you either get extremely bored, or the shopkeeper offers you something you like, which should be better than the original product!
Warning! Do not attempt this technique in a REAL shop in the real world - a small custodial sentence or large physical injury may occur.



▲ Hands up all those who got stuck on that stones bit?



Pixie Locations

1. Desire Mine : Succubus 1 - Muran
2. Right outside Desire Mine : Leprechaun 1 - Dana
3. Desire Village : Incubus 1 - Lantano
4. Forest of Confusion : Fairy 1 - Daisy
5. Forest of Confusion(pond) : Pixie 1 - Maple
6. Desire Village : Pixie 2 - Cherry (returning the dog)
7. Forest Cave : Fairy 2 - Iris
8. Forest Cave : Leprechaun 2 - Tak
9. Forest Cave : Incubus 2 - Enjewel
10. Forest Cave : Pixie 3 - Willow
11. Town of Enrich : Incubus 3 - Masakari
12. Town of Enrich : Succubus 2 - Dahlia
13. Town Well : Succubus 3 - Roberia
14. Dungeon Well : Pixie 4 - Cedar (found by Taeho Song)
15. Enrich Dungeon : Leprechaun 3 - Morgan
16. Enrich Dungeon : Fairy 3 - Camellia
17. Forest of Aborigine : Incubus 4 - Krupis
18. Forest of Aborigine : Leprechaun 4 - Kokus
19. Forest of Aborigine : Fairy 4 - Peony
20. Aborigine Mansion : Leprechaun 5 - Zircon
21. Aborigine Mansion : Incubus 5 - Liknis
22. Aborigine Mansion : Succubus 5 - Orlea
23. Graveyard Catacombs : Succubus 4 - Lacey
24. Mountain Cave : Fairy 5 - Lily
25. Mountain Cave : Succubus 6 - Ripanos
26. Mountain Cave : Leprechaun 6 - Mangus
27. Mountain Cave : Pixie 5 - Palm
28. Far East Village : Pixie 6 - Apple
29. Far East Village : Fairy 6 - Azalea
30. South Shrine : Incubus 6 - Cypress
31. South Shrine : Succubus 7 - Kathorea
32. South Shrine : Leprechaun 7 - Darbie
33. Enrich Dungeon - New Section : Incubus 7 - Aster
34. Enrich Dungeon - New Section : Pixie 7 - Lime
35. West Shrine : Pixie 8 - Pear
36. West Shrine : Fairy 7 - Sisal
37. West Shrine : Incubus 8 - Adonis
38. East Shrine : Fairy 8 - Mimosa
39. East Shrine : Leprechaun 8 - Solo
40. East Shrine : Pixie 9 - Plum
41. Mirage Village : Succubus 8 - Viola
42. Outside Mirage Village : Leprechaun 9 - Stilt
43. Tower of Illusion : Incubus 9 - Croton
44. Tower of Illusion : Succubus 9 - Lunaria
45. Tower of Illusion : Fairy 9 - Primrose
46. Tower of Illusion : Leprechaun 10 - Eric
47. Desire Mine - New Section : Succubus 10 - Natasha
48. Desire Mine - New Section : Fairy 10 - Clyde
49. Desire Mine - New Section : Pixie 10 - Baldric
50. Desire Mine - New Section : Incubus 10 - Boris

SIM CITY 2000

To get a gambling reel where you can gable all your money away, start a new city and build a marina and legalise gambling as soon as you can. Keep watching your marina and highlight a boat when it comes out. Now **press the L button** to bring up a slot machine! You'll use up 10 dollars every time you use it, but you can keep gambling for as long as you like.



SKY TARGET

DINOSAUR POWER-UP ACTION

While you're tackling the cream-coloured Stealth Bomber on Mission Two, look out for any other aeroplanes flying towards you - there should be a flying dinosaur creature! Shoot it down to receive a 5% increase in your plane's energy and look out for other power-boosting flying monsters elsewhere in the game!

UNTESTED AND DANGEROUS PROTOTYPE

Complete the game on Ranking Mode, and a new plane (the XF/A-49) should be available for you to pilot. This plane may be experimental and temperamental, but in the tradition of cheesy military films, it's "our only hope for victory."




SOVIET STRIKE

So my comrades, I see you are stuck on our mighty Soviet Strike. So I give you the secret access codes.

Crimea - KRAZHA
Black Sea - VERBLUD
Caspian - YADRO
Dracula - PERIWOROT

EXTRA CHEAT CODES
COLDPIZZA - Unlimited Fuel
FREEBIE - One Extra Life
VOODOO - Four Extra Lives
GABRIEL - 4 x Weapon Power-Ups
ALBATROSS - 1/2 Speed Fuel Usage

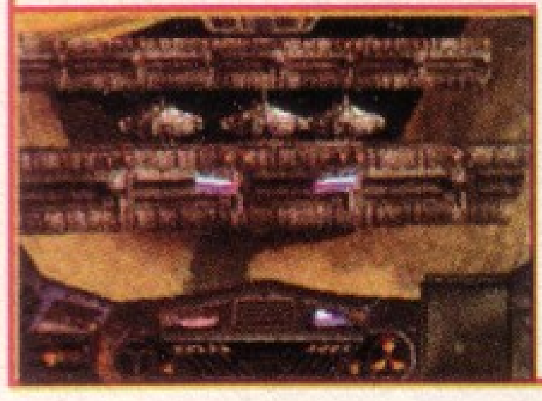



▲ The last opportunity for a cheap 'chopper' joke.

SOLAR ECLIPSE

When playing a game, pause and **press Right, Down, Down, Left,** then press one of these sequences to get many exciting effects.

All weapons and shields	**A, Left, Left**
Nine Lives	**B, Up, Down, Down, Y**
Invincibility	**B, Up, Left, Left, Y**
Cloaking	**Down, Right, A, C, Up, Left, A**
Death Star Trench	**Right, Right, Down, Down**
Fade to Black	**X, Y, Z, Z, Y**
Programmer Heads	**C, Right, A, Z, Y**
House Hunt	**Y, A, Right, Down**




SONIC BLAST 3D

After beating the game with all seven Chaos Emeralds, go to the Options screen and **highlight "Start."** A stage select will appear, giving you access to every stage.

STAGE SKIP

While playing, press and hold either **A, B, or C, and press Start.**

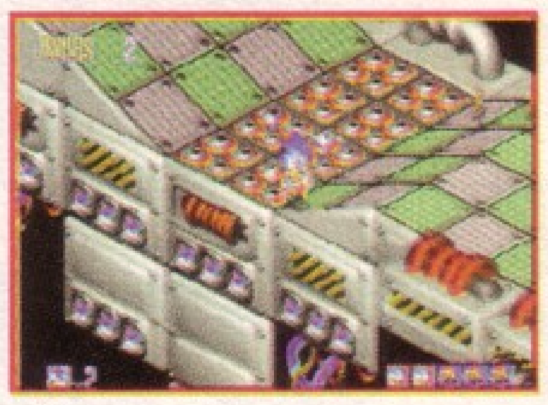
SECRET CODE

At the Start screen, **press UP, RIGHT, A and C.** Then, while playing, pause the game and press any of the following:

A - Skip one act.
B - Skip one level.
C - Skip to last level.
X - Gain a life.
Y - Gain a medal.
Z - Get all Chaos Emeralds.



▲ Oh, what could've been, if only Saturn had a proper Sonic Team Sonic game at launch. We might still have jobs.

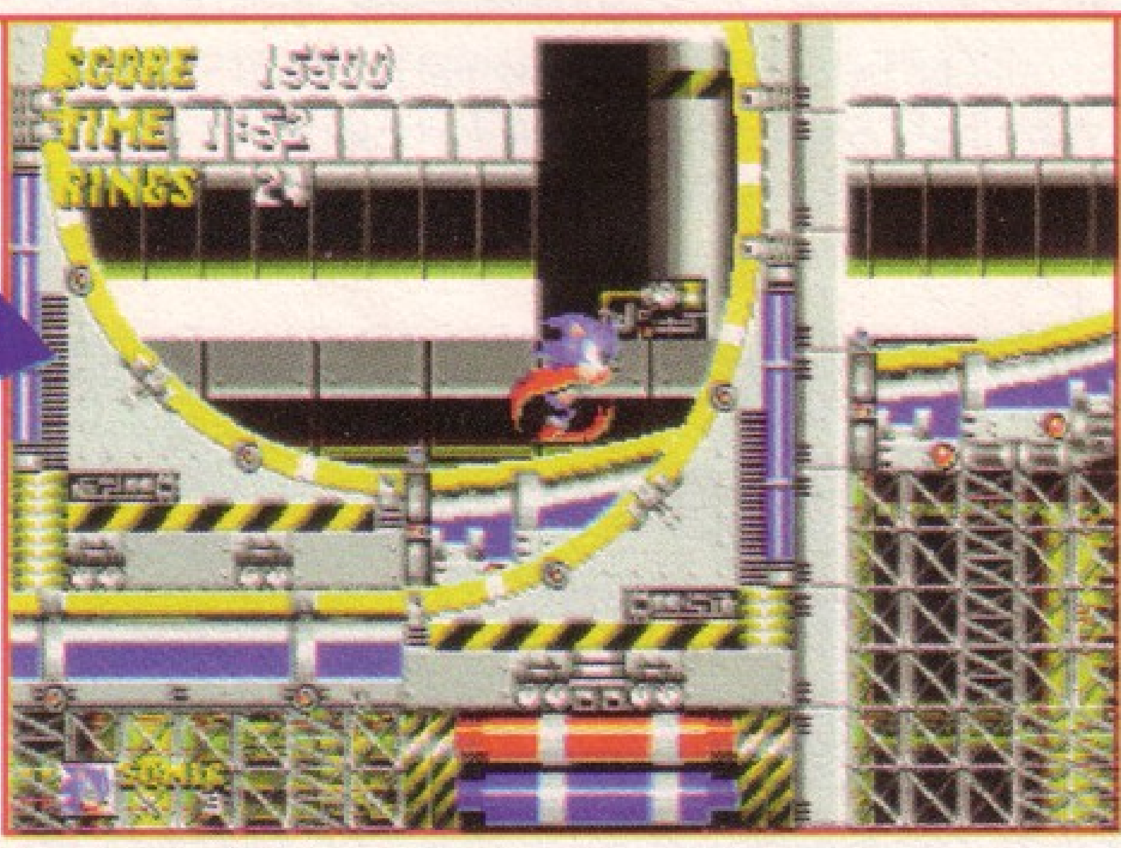



▲ Now we've got lots of spare time to play games!

SONIC JAM

SONICWORLD TIME ATTACK!

Highlight SonicWorld at the main screen, and press A then Start straight afterwards (really quickly). Keep them held down until the game starts. You should then start SonicWorld, and there'll be a 60 second counter in the top left of the screen. Collect all 100 rings in the 60 second limit (very, VERY hard)






and you'll receive something rather cool...

SONIC TEAM DO EXTRAS!

If you have access to a PC or Mac, you can find some extra-cool Sonic artwork hidden away on the Sonic Jam CD. Just put the disc into a computer's CD drive, and open up the folder called 'Extras.' Thankfully Sega Europe haven't removed this from the UK version, and it's all in a nice easy-to-open Windows format as well. You might even recognise some of the art that we've used in the mag!

SONIC R

RACE THE SAME CHARACTERS

In the two-player mode both racers can 'be' the same character. Once player one has selected a racer, player two needs to highlight the same character and **press X + Y + Z** to pick his or her racer.





PLAY AS ROBOTNIK

Players need to finish in first place on the Radiant Emerald course. Robotnik will now be selectable.



BE SUPER SONIC

Collect all of the Chaos Emeralds, then press Up when selecting Sonic.



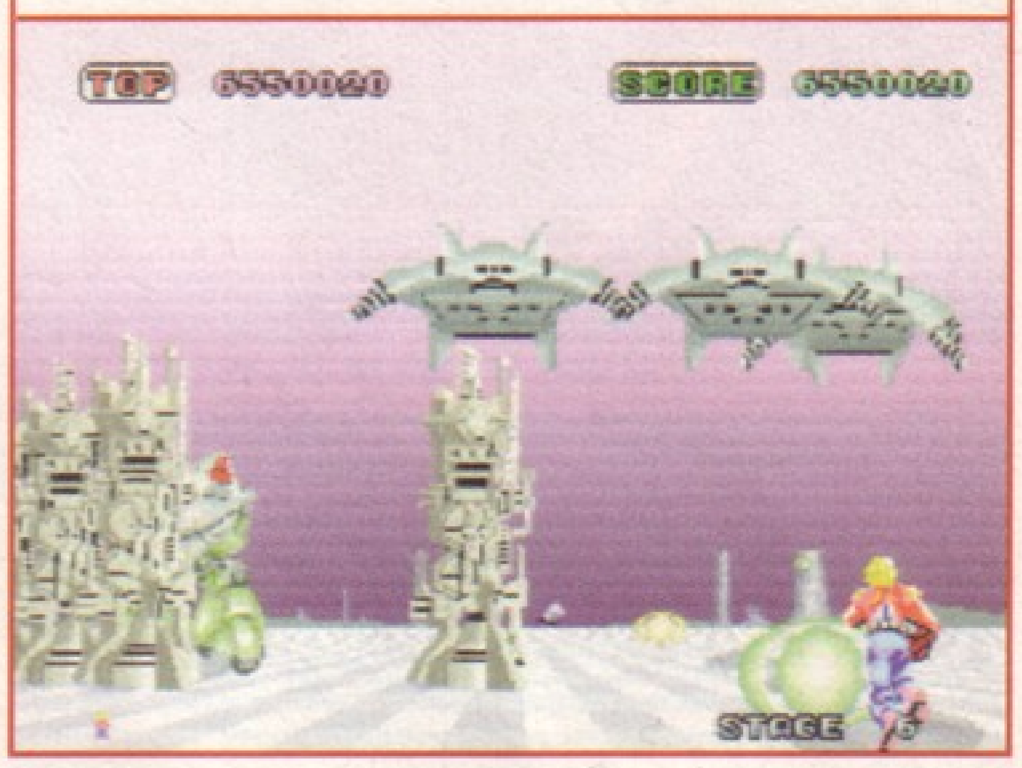


SPACE HARRIER

Hold L+R+A+C+Y at the title screen, press start to the OPTION menu. This adds the "Shadow Mode" and "M Stick Adust" modes. There are arcade mode and Saturn mode switches under the Shadow Mode option.

FIVE CONTINUES

On the second controller **Press A, C and Start** when the Sega logo appears. You should hear a sound and get five extra credits.



STEEP SLOPE SLIDERS

EXTRA CHARACTERS AND TRACKS

Players need to complete the tracks setting a time record or stunt record in the process, to gain the first four extra racers. In the finished version there are at least 13 extra racers to be found!

Once you've gained the first extra four, press the following buttons to gain the 'extra' extra racers:

GIRL ONE While pressing the Left Shift button, select the Child

DOG While pressing the Left Shift button, select the Bald Bloke

BABY CAR While pressing the Left Shift button, select the Alpen Racer

ALIEN While pressing the Left Shift button, select the Hero

GIRL TWO While pressing the Right Shift button, select the Child

PENGUIN While pressing the Right Shift button, select the Bald Bloke



PERA While pressing the **Right Shift button**, select the **Alpen Racer**

UFO While pressing the **Right Shift button,** select the **Hero**

EXTRA COSTUME CHANGES

When selecting you racer, **hold X+Y+Z and press either A or C.** The characters will now be wearing some swish new 'gear'.

SELECT TIME OF DAY

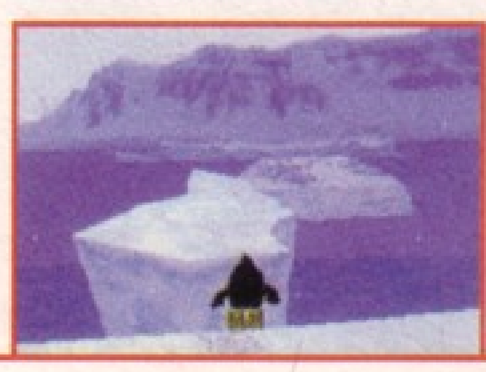
By turning off the 'Time Progress' mode in the options screen, players can select the time of day each race takes place. **Press and hold** the following buttons as you select your racer. **Keep 'em held down until the race starts:**

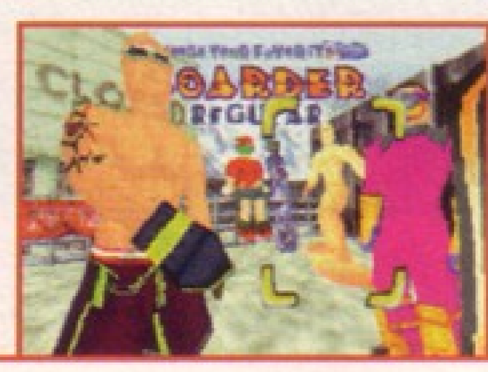
To race in front of a gorgeous **sunrise, hold Z+Left+A** while selecting your racer.
To race in the **evening, hold Z+Right+A** while selecting your racer.
To race at **night, hold Z+Down+A** while selecting your racer.

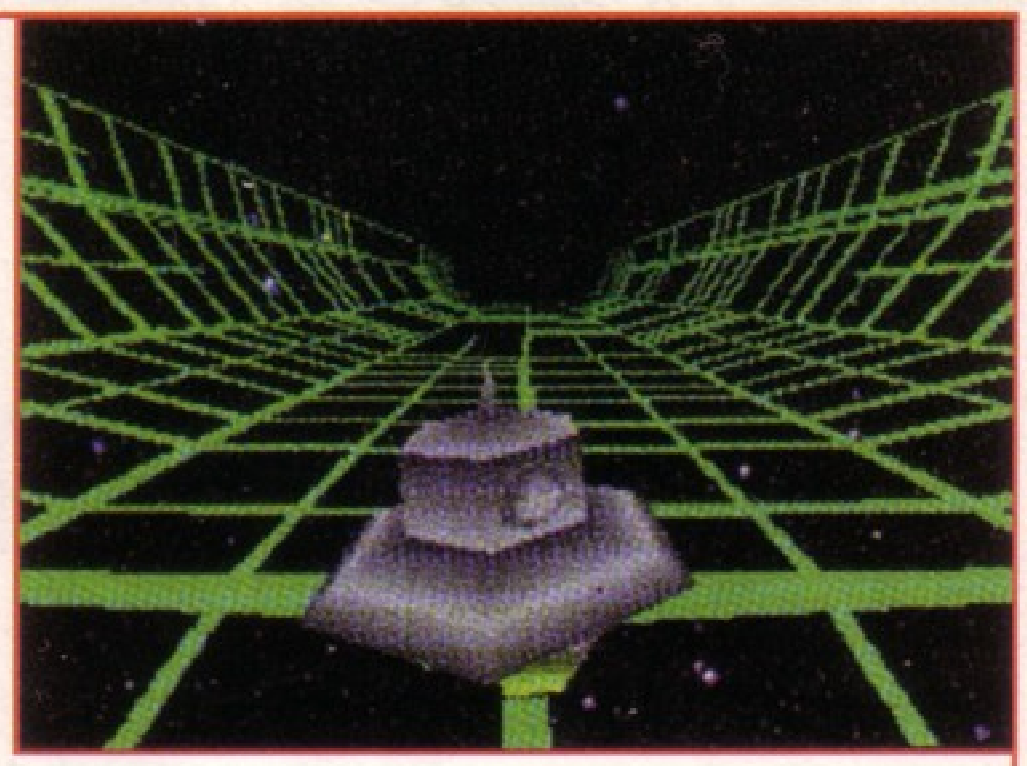
Hidden game alert! You'll need to have earned all eight of the initial racers before using this cheat AND you need to have completed a course with each of 'em first. You casual boarders had better get practising if you want to play this hidden shooter:

STEEP SLOPE SHOOTERS!

After gaining and racing with the extra four racers, **press and hold Top Left+Top Right+X+Y+Z+B+C** at the 'Press Start' screen . **Keep them held down,** and **press Start** with any spare fingers you've got left (your nose will do). **Keep the buttons held down** and select the options menu with the **A button.** Then **highlight Exit** and **press the A button again.** The title screen for Steep Slope Shooters should now appear.









EXTRA COURSES

There are also four extra courses we've found (so far) that can be selected once you've found the first four extra racers:

OUTER SPACE
While holding the **Left and Right Shift buttons,** select the **EX00** course

SPACE COLONY
While holding the **Left and Right Shift buttons,** select the **EX01** course

SOUTH POLE
While holding the **Left and Right Shift buttons,** select the **EX02** course

SPACE HALF PIPE
While holding the **Left and Right Shift buttons,** select the **EX03** course

STORY OF THOR 2

Press Z to call up the weapon menu. Then **hold X and press the Left Button.** Release them and a second player is added. Hurrah! A two-player mode!





STREET FIGHTER ALPHA

Here are the cheats to play as the three hidden characters, as well as how to perform Akuma's hidden firecracker throw.



M Bison

Hold the L button and move down to the "?" on the character select screen. Now **press Back, Back, Down, Down, Back, Down, Down, then press X and Y** to select him. **Press A and B** instead for alternate colours.

Akuma

Hold the L button and move down to the "?" on the character select screen. Now **press Back, Back, Back, Down, Down, Down, then press X and Y** to select him. **Press A and B** instead for alternate colours.





▲ You can get this for a tenner in some places. Bargain!

Dan

Hold L and R and move to the "?" on the character select screen. **Keep holding L and R and press Y, X, A, B, Y** to select him. **Press Y, B, A, X, Y** for alternate colours.

Akuma's Instant Hellish Death Strike

One of the most incredible moves in the game is Akuma's secret combo which can take off around 50% of an opponent's energy bar. When charged up to level 3, **press LP, LP, Forward ,LK, HP.** It has to be done very quickly but will connect from most places on the screen.

Get the original Blue Super Shadows

For the original blue super shadows set the music to original in the options mune.

STREET FIGHTER ALPHA 2

Choosing Stage

When 2nd player joins in Arcade mode, the player can choose stage like in the arcade. First of all, choose your favorite stage, and then move cursor on the stage and press Start button for a second. Now choose a fighter that you wish to use. If you want to select secret stage of Sagat and Bison, **press start button on their stage.** While pressing the start button, move cursor on a fighter you wish to use.

Chun-Li's old clothes

Move cursor on Chun-Li and **press start button for 3 seconds,** while pressing the start button for 3 secconds, press any button to start.

Evil Ryu

First of all, move cursor on Ryu. Second, **press the start button and hold it down.** Third, move cursor over the following: **Adon, Akuma, Adon, Ryu.** With **Start still held down,** select Ryu. You'll now have a more powerful Ryu with Akuma's Death Strike!

Old Zangief

Like selecting Evil Ryu, **press and hold the start button,** then move cursor over **Zangief, Sagat, Sodom, Rose, Birdie, Nash, Dalshim, Ryu, Adon, Chun-Li, Guy, Ken, Zangief"** You'll be able to choose Zangief from Street Fighter II



Old Dhalsim

Like selecting Zangief, **press the start button,** then move cursor over **Dalshim, Zangief, Sagat, Nash, Dalshim.** You'll be able to choose Dalshim from Super Street Fighter II Turbo.

Play with Devil Akuma

Bring select cursor to Akuma, **hold down start** and **then press: Down, Down, Right, Down, Right, Down, Down, Down, Left, Down, Left, Down, then Press Punch or Kick.**







Save Hidden Characters

Once you've performed a fighter code, you can shortcut to the secret character on the shortcut Versus Screen. Simply **press and hold start** then select the character.

Infinite Custom Combos

In training mode, **hold down L and start** while picking a character. When perform a custom combo, the meter never runs out.

Fight Devil Akuma

In survival mode, **hold down L and start** while picking a character. You will fight the characters in a different order. Chun Li will have on her original outfit, and the final character you fight will be Devil Akuma.

STREET FIGHTER COLLECTION

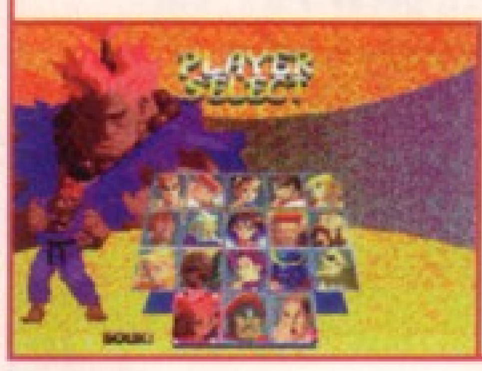


It took Virgin about 100 years to release Marvel Super Heroes in the UK, so Street Fighter Collection will be out here around the year 2098. For anyone reading this magazine 100 years from now, or for readers with time-travelling abilities, here are the codes for the incredible Street Fighter Collection:

AKUMA IN SUPER SFII TURBO
At the character selection screen, highlight Ryu and **hold Top Left + Top Right.**

SECRET COLOURS IN SUPER SFII TURBO
To access the secret colours for anyone, select a character then **hold the button down** until your fighter changes colour.

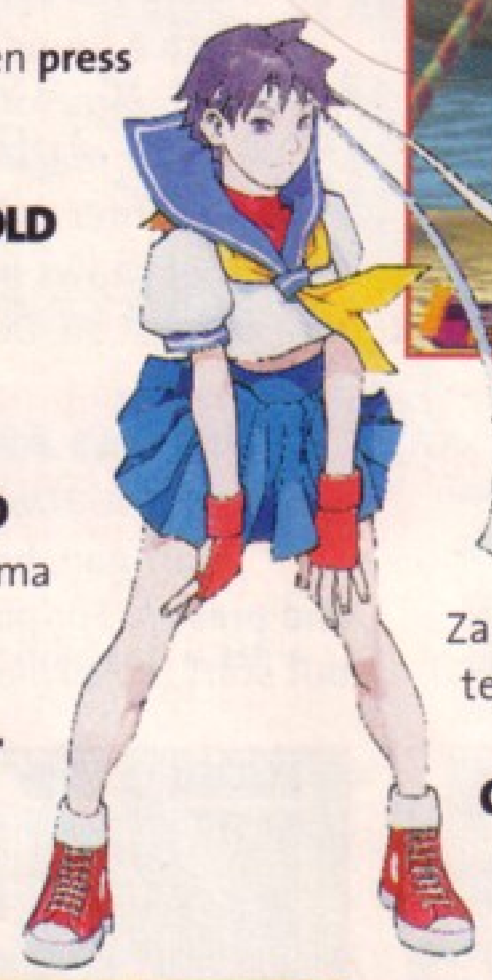






EVIL RYU IN ALPHA 2 GOLD
To play as Evil Ryu, highlight Ryu then **press Start twice.**

SPECIAL SAKURA IN ALPHA 2 GOLD
To play as Special Sakura, highlight Sakura and **press Start five times.** If it worked her clothing will change.



SHIN GOUKI IN ALPHA 2 GOLD
To play as Shin Gouki, highlight Akuma and **press Start five times.**

CHAMPIONSHIP EDITION VERSIONS IN ALPHA 2 GOLD
To play as the Street Fighter II: Championship Edition version of a character, pick one of the fighters that appeared in that game (Ryu, Ken, Vega, M Bison, Sagat, Dhalsim, Chun Li or Zangief) then **press START** once. Your character's colour should change if you did it right.



CAMMY IN ALPHA 2 GOLD
Complete the game in arcade mode, playing as M Bison with the game on default settings, making sure you get the number one spot on the high score table. Enter your initials as CAM. **Press Start twice** on M Bison to select her.

RANDOM SELECT FOR ALPHA 2 GOLD
Press Down on Nash, **or Up** on Ryu to be given a random fighter. That's really useful.

RAPID ATTACKS
Hold Top Right while selecting your fighter - this seems to speed up the character's attacks, and works on any of the games in the collection.

STREET FIGHTER: THE MOVIE

Secret Configuration
Press the start button to pause the game and **press A or C** to pull up a game contoller configuration panel.

Play as Akuma!
At the character selecy screen **pres up, B, down, Z, right, X, left, Y.** Akuma's outline appears in the background.

Music Video
All you need to do to get it is complete the game in **'Movie Battle' mode.** Once you've beaten Bison twice (jump kicks is the easiest way) the video will play. To see it at any other time, go to the **'Battle Select'** screen then select the **'Back Up'** option to get the screen with **'Video Clip'** on it. Select this to get the video to the song **'Something There'** performed by Chage and Aska. Watch it closely and you might spot some of the SF Movie characters, as well as seeing the guitarist's really bad miming.





▲ Why did Capcom let their characters to be treated...





...in such a terrible manner? It's the worst SF game, ever!

STREET RACER

Access Silver Cup
Enter the password **'TRAFIK'** to advance to the Silver Cup

Access Gold Cup
Enter the password **'NEJATI'** to advance to the Gold Cup

Loads More
Enter the password **'DOUGAL'** to open up new courses, the Platinum Cup and allow access to the Rabbit Car!

Advanced options
Enter the password **'TURGAY'** to alter the game's more technical options.



Super Puzzle Fighter II Turbo



Secret Characters

At the Character Select screen, enter one of the following codes to select any of the three secret characters. In order to win them they must first be obtained in the Street Puzzle mode.

Dan - Hold Top Left and Top Right and press A.
Devilot - Hold Top Right and press A.
Gouki - Hold Top Letf and press A.

Play Against Devilot

To play against Devilot on Stage 7, you must meet the following requirements before defeating your opponent in Stage 6:

Play in Arcade mode, selecting Normal or Hard difficulty. Finish a round under 60 seconds. Finish a round with a Super Finish. Perform a minimum of a 4 hit chain combo in a round. Your maximum power gem count (the counter right under the chain combo counter that shows up at the end of a match) has to be at least 20. Don't continue.

Play as Anita

On the Player Select screen, highlight Morrigan, **hold Start, move over to Donovan and press A.** For player two, use the same process but start at Felicia.



Play as Gouki (Easy Way)

To play as Gouki without having to earn him from the "Street Battle" mode, at the Character Select screen, highlight Morrigan, hold Select, then **press Down, Down, Down, Back, Back, Back, and then any button.**

Play as Devilot (Easy Way)

To play as Devilot without having to earn her from the "Street Battle" mode, at the Character Select screen, highlight Morrigan, hold Select, then **press Back, Back, Back, Down, Down, Down,** wait for the timer to reach 10, then **press any button.**

Play as Dan (Easy Way)

To play as Dan without having to earn him from the "Street Battle" mode, at the Character Select screen, highlight Morrigan, **hold Select, press Back, Back, Back, Down, Down, Down, then any button.**





THUNDERHAWK 2

SOUTH AMERICA (ARMS RUNNING)
1 - J411KFC5QBDUTIQ
2 - J9N1HNC7UBDVRUA
3 - J93HU3C61BDVØOQ

SOUTH AMERICA (STEALTH DOWN)
1 - JRKHUFC8QBDVVVA
2 - JR49UFCRNFDFTEI
3 - JTHPUNCQFFDFQSQ

PANAMA CANAL (CANAL CRISIS)
1 - JVFPVJCTRFDF192
2 - JU89TQKVLJCFSD2
3 - J1JDQUC1SJCFRH2

CENTRAL AMERICA (RECAPTURE TOWN)
1 - J188RQCIJCF1DA
2 - JJD8RNCLDNAFSEI
3 - JJJDRNCK8NAFRBA

EASTERN EUROPE (ESCORT CONVOY)
1 - JIP8RNCMMNAFØ1A
2 - JIKKRPCDBREFS8A
3 - JMV4RPCA8REFRMI

MIDDLE EAST (RECAPTURE TERRITORY)
1 - JA24RMSFIREFØEA
2 - JDL4RNSELUMFTMA
3 - JFH4RNSHSVMFRK2

MIDDLE EAST (OIL DISPUTE)
1 - JFNKRNT36VMF162
2 - JGDKRND3636FSFQ
3 - JG34RND5436FQCQ
4 - I3VKRND6E36FØKA

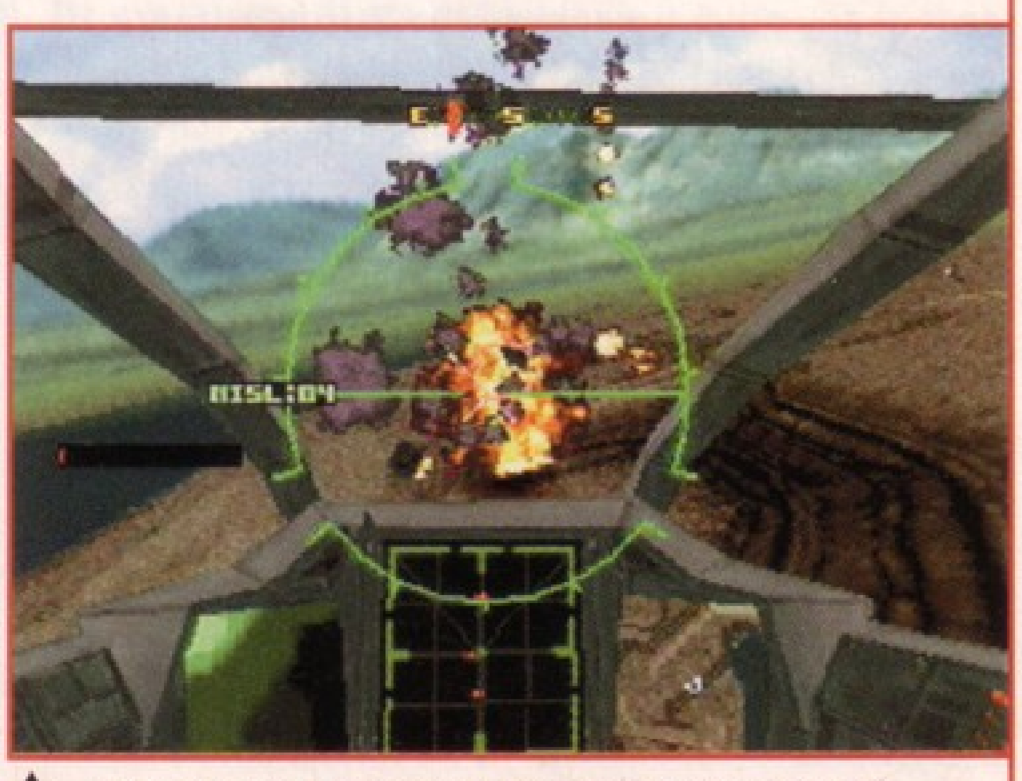
SOUTH CHINA SEAS (PIRACY)
1 - I344RND9A36FUFI
2 - I4O4RND9C66FTL2
3 - IV1KRNDRH66FQ8A

END SEQUENCE
IUN43NDTJ66FØ8A





▲ Anyone play the Mega CD prequel? It was... okay.



▲ I've got a huge helicopter! No, that's no right is it?

TOSHINDEN S

Big Heads Code

At the title screen press and **hold the Left and Right Shift buttons.** Next choose your character as normal, and they will have huge heads!

Play Bosses

To access the three hidden characters – Gaia, Sho and Cupido – go to the title screen (with Press Start flashing up) and **press Up, Down, Up, Down, Right, Left, Right, Left.** You'll hear Ellis shout to let you know that it's worked. Now start any type of game and the two bosses, Gaia and Sho, will be added to the right-hand side of the screen. To select Cupido, highlight Sho, **hold Up and press any button.**

Free Camera View

To access the free camera view, pause a game at any time and go to the options screen. **Highlight "Exit" and press the L and R buttons at the same time.** The pause message will disappear and you'll now be able to control the camera.

D-pad - Move camera
L - Rotate left
R - Rotate right
Y - Zoom in
Z - Zoom out



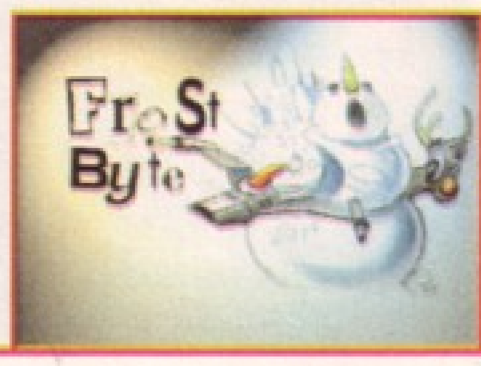


TITAN WARS

Pause the game at any time and **press Right, Down, Down, Left,** then key in one of these sequences to get some wacky modes!

Guidable Weapon	**B, A, Left, Left**
Tracking Weapon	**Left, A, Down, Y**
Horde Level	**C, Up, Down**
Chowder Level	**Y, Down, Down, Up, Right, C**
Frost Byte Level	**B, Up, Right, Right**
Somethin' Trippin Level	**B, A, Right, Start**
Detonating Weapons	**Down, Up, Down**
Rally Mode	**Right, A, L, L, Y**
Video Test	**Up, C, B, A, Down**







ULTIMATE MORTAL KOMBAT 3

After losing and choosing not to continue, change the icons in the corresponding boxes the number of times in each code to get that character.
Mileena: 7, 0, 0, 7, 2, 3
Classic Sub-Zero: 7, 6, 0, 5, 2, 0
Ermac: 9, 6, 4, 2, 4, 0

Cheats Menu

When you hear 'Prepare for Kombat,' **press C, R, A, Z, Y, C, Y, R, A, X.** Then, at the Main Menu screen, **press UP** for "Cheats."

FreePlay Mode

Do the following codes on the purple skeleton screen. **Up, Up, Right, Right, Left,, Left, Down, Down; or Up, Up, Left, Left, Right, Right, Down, Down.** If you did it correctly a voice should say "Excellent" Then wait for the menus and don't push any buttons. Either of these codes are supposed to put you in freeplay mode.

Dead Bodies Trick

By selecting the pit bottom stage, you can make the dead bodies come to life or disappear. First, press pause whilst playing the game, then **press A, A, B, A, Z, Right, Up, then L + R.** When you press start again, the bodies will get up and will start to walk around or vanish completely. Spooky...

Hidden Character Codes

Here are all the Kombat Kodes we know at the moment. They should all be entered on the battle screen – player one controls the first three figures, and player two controls the next three. The numbers correspond to the number of times each button needs to be pressed for the correct symbol to come up.
Mileena - 700723
Classic Sub-Zero 760520
ERMAC - 964240



Play Human Smoke

Player 1: After selecting the robot hold **Left + HP + BLOCK + HK + Run**
Player 2: Use the above code but substitute Right for the Left.
His moves are very similar to Scorpion's:

Harpoon	**B, B, LP**
Teleport Punch	**D, B, HP**
Air Throw	**BK in mid-air**
Decapitation Fatality	**R, BK, R, R, HK**
Fatality	**Unknown**
Friendship	**Unknown**
Babality	**D, B, B, F, HP**
Animality	**Unknown**
Pit Fatality	**Hold BK + press F, U, U, LP**

Change the opening quote

While Shoa Kahn is laughing on the purple skull screen **press down, up, left, left, A, right, Down.** It should change the opening quote from "There is no knowledge that is not power" to "Imagination is more important than knowledge".

Extra treasures of Shao Kahn

If you beat the game on 2nd Master Mode and get to the treasures of Shao Kahn go to the last one on the right and now push right one more time for more treasures!

Additional Kombat Kodes

033-000	**Half Energy for Player 1**
000-033	**Half Energy for Player 2**
707-000	**Quarter Energy for Player 1**
000-707	**Quarter Energy for Player 2**
010-010	**Throw Encourager**
100-100	**Throwing Disabled**
020-020	**Blocking Disabled**
987-123	**No Meters**
300-300	**Silent Kombat**
788-322	**Quick Uppercut Recovery**
044-440	**Sans Power (Little energy in round 3)**
688-422	**Dark Kombat**
444-444	**Randper Kombat (Random morphing)**
985-125	**Psycho Kombat (Dark, randper, no meters, no block, quick uppercut)**
466-466	**Unlimited Run**
642-468	**Play Galaga**
999-999	**Show revision number**
390-000	**Player 1 does half damage**
000-390	**Player 2 does half damage**
390-390	**Both players do half damage**
040-404	**Real Kombat**
722-722	**Combo system enable**
321-789	**Super run jumps**
975-310	**Regenerate power bars**
555-556	**Special moves disabled**
024-689	**Super endurance mode**

Kombat Zone Select:

004-700	**Kahn's Kave**
330-033	**Desert**
002-003	**River Kombat**
666-444	**Scorpion's Lair**
933-933	**Ermac's Portal**
091-190	**Bell Tower**
077-022	**Bridge**
666-333	**Graveyard**
800-220	**Kahn's Tower**
600-040	**Kombat Temple**
050-050	**Noob's Stage**
820-028	**Pit 3**
343-343	**Roof**
123-901	**Soul Chamber**
079-035	**Street**
880-088	**Subway**

Text Messages:

717-313	**"Rain can be found at the graveyard"**
448-844	**"Don't jump at me"**
122-221	**"Skunky!"**
004-400	**"Watcha gun do?"**
550-550	**"Go see Mortal Kombat the live tour!"**
282-282	**"No Fear"**
123-926	**"No knowledge that is not power"**
987-666	**"Hold flippers during casino run"**

Winner Fights:

969-141	**Winner Fights Motaro**
769-342	**Winner Fights Noob Saibot**
033-564	**Winner Fights Shao Kahn**
205-205	**Winner Fights Classic Smoke**

Smoke Morph for Shand Tsung

Back, Back, Down, LK (do this fast)

Ultimate Code

At the title screen hit **C,Right shift, A, Z, Y, C, Y, Right shift, A, X.** Hit **Up** on the main options to reveal the ? The following options should be available
Free Credit Mileena Ermac Classic Sub Zero
Fatality time One round matches.





VAMPIRE SAVIOR

I'll let you into a secret - vampires don't really drink blood, it's just strong Ribena. They don't seem quite so scary now, do they? And werewolves? Just tickle their tummies and tell them to sit.

CHANGE COSTUME

When selecting your fighter, **press all three punch buttons or all three kick buttons** to receive the character's seventh and eight choice of kit.

CHANGE STAGE BACKGROUND

After you've selected your fighter in Versus Mode, pick a stage and **hold Top Left and Press A** to change the background colour.







EX OPTIONS

This is really useful. Complete the game without continuing, then go to the title screen, highlight Option and **hold down Top Left and Top Right then press Start.** Now you should enter a new option screen, which allows you to fiddle with some new options, and best of all, change ALL of the text to English!

PLAY AS DARK GALLON

When selecting your fighter, **press Top Left + X + Y + Z at the same time.** Gallon's colour should start flashing to indicate it worked.



PLAY AS SHADOW

Highlight the Random Select option, then **press the Top Left and Top Right buttons five times.** Keep 'em held down on the fifth press, **then hit X + Y + Z to select your fighter.** If you win, the Soul Stealer will possess the character you've just defeated, and you'll fight the next round with the guy you've just beaten.

RANDOM STAGE SELECT

In versus mode, **press Top Right** before selecting a stage.

WINNING POSE SELECT

A nice easy one to end with - **press any one of the six punch and kick buttons** to select your victory pose.

VICTORY BOXING

One of the best features of Victory Boxing is that there are lots of secret characters. To get them you'll need to play the game through in Main Event mode and complete it as the top rank.
Though all of the characters look very different, they're fairly similar when it comes to fighting. They've all got top stats in every area, meaning that the fights between them can last a long time.

KIKI AND NANA: The deadly mother kangaroo with her ninja joey.
m-091j: The Dural-like silver characters from the fighter select screen.
YAMOTO MUTSU: A kick boxer who doesn't use his feet. But is still rock hard.
SNAKE: The one-eyed trainer and his bottle of grog.

As you play through the game, you'll learn some excellent combos from Snake the trainer. To save you the hassle of finding a pen and paper to write them down, here they are. The different styles are based on which head you choose for your character and for a left-handed fighter, the directions should be reversed.

DETROIT STYLE

COMBO NAME	PRESS
Combo 1	B, Right+B
Combo 2	B, C
Combo 3	Left, RIght, B
Tiger Swing	Up, Down, C
Slash Ax	Down, Up, B

OSCAR STYLE

COMBO NAME	PRESS
Combo 1	B, Right+B
Combo 2	B, C
Combo 3	Left, RIght, B
Jolt Hook	Up, Down, C
Glide Burst	Down, Down, C

OPEN STYLE

COMBO NAME	PRESS
Combo 1	B, Right+B
Combo 2	B, C
Combo 3	Left, Right, B
Smash	Down, Left, B+C
Corkscrew	Up, Left, B

PHILADELPHIA STYLE

COMBO NAME	PRESS
Combo 1	B, Right+B
Combo 2	B, C
Combo 3	Left, Right, B
Combo 4	Left, Right, C
Boro Punch	Up, Down, B+C

PEEK-A-BOO STYLE

COMBO NAME	PRESS
Combo 1	B, RIght+B
Combo 2	B, C
Combo 3	Left, Right, B
Sero Upper	Up, Up, B+C
Dempsey	Left, Right, C





▲ Boxing – two big men pounding each others' meat.

VIRTUA COP

Here's the short cut to Ranking Mode. Rather than complete the game, you can now go to the SEGA screen at the start of the game and **press Up, Down, Left, Right.** Go to the title screen and the Ranking Mode option will be at the bottom, as well as the extra options becoming available like freeplay, extra difficulty settings, mirror mode, book keeping menu and other such wonders.

If you want to enter this cheat with the Virtua Gun, however, you have to follow this little pattern. Just shoot at the points on the screen in numerical order to access the same goodies as before. We've been assured that it does work but our dodgy aim means that we haven't actually got it going yet.

The Gun Select Code

The hidden Gun Select option allows you to pause the game and select any of the weapons at any time – including a special ultra-fast version of the Machine Gun – with unlimited ammo! Simply press the Start button to pause, then reload by shooting off the screen to cycle through the weapons.

Start the game up and when the SEGA screen appears, **hold C and press Down, Up, Right, Left, Up, Up, Left, Right.** You'll hear a noise and the option will now be accessable from the cheat menu. By the way, you'll need to have the Ranking Mode options saved in your Saturn, either by completing the game or using the cheat.





VIRTUA COP 2

While you may think that you can only access the three main levels from the stage select screen, you can actually open File 4: Stop the Airship Bomb – the final boss level! To do this, go to the stage select screen as usual, but instead of shooting one of the level boxes, **shoot the arrow which comes off the bottom of the stage 1 box.** Keep shooting it over and over until the timer runs out, and you should begin at the end of the game!

If you're getting bored of playing as Michael "Rage" Hardy all the time in one-player mode, there's a cheat to let you choose your character. On the stage select screen, **hold down X, Y, or Z** on the pad while picking your level. **X** chooses Michael "Rage" Hardy, **Y** chooses James "Smarty" Cools, and **Z** chooses Janet "Hubcaps" Marshall.



An extra Options plus menu can be obtained by simply finishing the game on any difficulty setting above Easy. On this menu are some question marks which need to be cleared in order to use the options – the best of which is Big Head mode! To turn this option on you need to have played the game a total of 58 times. The easy way to get to this number is to put the game on Hard setting, with one life and no continues. Just start the game and you should be killed by the first enemy, then choose not to continue. Start the game again, and repeat until the option appears.

Plug the Virtua gun in the one-player port and have two-player use control pad at the title screen **input up, down, up, down, A, X, B, Y, C, Z.** You can get all of the options include big head mode, free play and gun select. And a new gun you can select is available, called Special which has unlimited bullets.

Random mode

Plug a joypad in port 2 and go to the option plus menu. **Highlight EXIT. Hold down** and **press START.** Highlight **ARCADE** and **press START** while still **holding R.** Choose a level. Now all the enemies will appear at random! It's like playing the game for the first time!

VIRTUA FIGHTER

At the title screen (when it says Virtua Fighter, press start). **Press up 12 times, then immediately press start!** Choose options. Move the cursor to below exit, and **then press A.** Now you can change the size of the ring, amongst other things.

Play as Dural

In the character selection menu, **press down, up, right, and A-button + left.** If it worked you will hear a woosh sound.

Watch the Credits

At the opening demo **hold A+B+C** to see the credits.



VIRTUA FIGHTER 2

Play as Dural

The same code that is listed above for Virtua Fighter 1 works exactly the same way for the second one.

Slow Motion Replays

Hold Down+A+B+C during the KO to watch the reply in slow motion.

Play with alternate charcacter colors

At the character selection screen, choose you charcter by **pressing up+c** to get the second uniform.

Play as Gold Dural

To play as the gold Dural reverse the middle of the Dural code by **pressing Down, Up, Left, A + Right.**

Jeffrey's Teleport

To do this trick pick Jeffrey and Shun. Make Shun sit down, then do Jeffrey's semi power bomb and see what happens. It can be done anywhere.





Copy Taunt Trick

Make your opponent stand on the edge of the ring, so when the announcer says "Time Out" the opponent will stumble out of the ring, and instead of doing his losing animation he will copy the winners victory animation.

Watch the Credits

Hold down all six buttons during the demo of the game and the credits will roll by.

Options for Watch Mode

In watch mode you can choose the characters that will be fighting by pressing start when the selection box goes over that character. Player one must go first, then player two. Also, Watch Mode you can **press X** to change the view from standard side view to sweeping view.

Select Taunts

During the replay **press and hold down either A, B, or C** to select one of your character's taunts, instead of letting the game pick it for you.

Play VF1 Music

To play Jacky's VF1 music, in the moments before the match **press and hold the Right-Shift** button on control pad 2. Do the same on control pad 1 for Sarah's music.





Change the Control Pad on the Character Select Screen Code

At the character select screen, **press and hold** either the **right or left shift buttons** and use the D-Pad to toggle from left or right between the various configurations.

Slow Motion in the Name Entry Code

After you beat the game, and before you enter the name entry screen **hold down the L and R buttons** for a Slow Motion name entry mode.

Fight the Alphabet Character (Shun Di)

After you beat the game, and before you enter the name entry screen hold down **A, Z, and Up on the D-Pad.** The Alphabet fighter will fight you using Shun Di's moves.

Fight the Alphabet Character (Dural)

After you beat the game, and before you enter the name entry screen **hold down X, Y, Z,** and the **L & R buttons** and the Alphabet Character will fight you using Dural's Moves.

Dural VideoClip

There's a hidden video clip of Dural breaking up to reveal her real human form – Kage's mother. To access it, complete the game on the Hard difficulty setting, including beating Dural first time. It may sound really hard to do, but it can be made incredibly easy by setting Player 1 to "No Damage" and Player 2 to "Smallest" energy bar from the options screen. You'll still need to play right through the game, but you can only lose with a Ring Out.

VIRTUA FIGHTER KIDS

Play Dural
In the character selection highlight Akira and **press Down, Up, Right, Left + A.** You should now be able to play as Dural.

FMV Endings
Beat the game in Arcade mode and you will get treated to a FMV for your character. Then a mini movie theater option opens up in the options screen which allows you to watch the endings for those characters you have won with.



Gold Dural
Highlight Akira and **press Down, Up, Left, Right + A**

Wire Frame Mode
Hold the Left Shift button while Selecing a character and hold it until the game begins. Note: You may have to view all the players endings for this code to work.

Something Fishy inside Dural's Head
At the select menu after you do the Dural code **press and hold down C** (When you choose between normal and kids mode) until the match begins. You'll see a red fish floating inside Dural's head, who makes funny expressions during the fights.

Select Camera Angles
In watch mode you have a choice of 7 different camera angles. **Press X** to get a random angle, and from there press any of the other buttons **(L, R, X, Y, Z, A, B, C)**









First Person View
Hold L and R buttons to choose character, hold it until the fight start. This provide the first person view mode.

Special Win Poses
If you win with a 'Time Over' playing as either Jacky or Shun, you're treated to a special Java Tea winning pose!

VIRTUA RACING

Night Driving
At the loading screen before the race **hold down A=X=Y=Z then press Start,** then continue as usual. To Turn it off do the same thing before your next race.

Hidden Portion on Amazon Falls Track.
After the first check point there will be a barrier on the right. Crash through it at high speed and you'll access the hidden part of the track.



VIRTUAL HYDLIDE

At the beginning of the game input the words Sword, Armor, or Hylide in the world creation name to pick up items pertaining to the name in the cemetary.





VIRTUAL ON

Alternate Colours
At the Title screen, simultaneously **press UP, L, and R** to change the colour of your mech.

Different Camera Angles
While playing, **press X, Y, and Z** all at the same time to get different camera angles.

Select Jaguarandi (Easy Way)
At the Title screen, **press DOWN, L, and R** to select Jaguarandi.

Play as Jaguarandi
Beat Arcade mode on Hard, then at the Character Select screen, move to **Raiden, push RIGHT,** and you should be able to select a new mega-mech, using the chassis name of Jaguarandi.

Ship Abduction
After beating the game, wait for the credits, and when they start to roll, **move the control pad from LEFT to RIGHT.** A tiny ball of light should shoot across the stars, and when your mech comes into view a ship will zoom by, take your mech, and fly to the blue planet with it.





WARCRAFT 2

It's a strategic tour de force! Fans of pointing and clicking should have fun with Warcraft 2, especially as it's a rather ace Command & Conquer-alike.

TSGDDYTD - Gives invincibility and 255 damage points against magic
DCKMT - Full upgrades
VRYLTTL - Gives access to all of the spells, and renews mana after each spell has been cast
NSCRN - Shows the entire map
GLTTRNG - Gives 10,000 gold, 5000 lumber and oil
MKTS - Speeds up the building and upgrade process
NTTHCLNS - Skips to the next level
NGLS - Disables the magic traps set by opponents
HTCHT - Only takes two chops to harvest lumber
YPTFLWRM - Instant defeat
NVRWNNR - Cancels the victory sequence and lets you continue playing the same level





WINTER HEAT



JEFF JANSENS (JAPANESE VERSION)

To play as old afro-head, players need to have registered an 11 event total score over 10,000 (easy-peasy). Then **hold down Top Left + Top Right** while selecting the eleven event mode from the main options screen. Jeff appears instead of UK competitor BB.

EXTRA CHARACTER

You need to have registered a total score over 10,000 first, then while the event is loading (on the black and white event screen), press one of the following sequences to replace your character with the spherically-sliced athlete:



Up, Up, B, Down, Down, B - Yellow
Up, Up, Up, B, Down, Down, Down, B - Grey
Up, Up, Up, Up, B, Down, Down, Down, Down, B - Pink

WORMS

To get the Sheep, Mini Gun and Banana Bombs, go to the weapon select option and move off "Exit". Then **press C, Z, Z, C, Z, Z, C, Z, Z.**

New Weapons 2

Another version of this cheat suggests **pressing C + Z together nine times** at the Weapon Options screen, also making sure the cursor is not highlighting any options.





WIPEOUT 2097

As if this game wasn't cool enough, we also have an absolutely huge stack of groovy codes for this ace futuristic racer. All of the codes are activated by **holding Top Left + Top Right + Down,** so you'll need one of those rare joypads with two functioning top buttons!

COMEDY VEHICLES

Hold Top Left + Top Right + Down while the game is loading, and the vehicles will be changed to 'comedy' racers like bees, snails and cute little piggies!

ACCESS PHANTOM CLASS

Hold Top Left + Top Right + Down at the class and track screen, then **press A A B B C C** to access the Phantom class tracks the easy way.

ACCESS ALL TRACKS PER CLASS

Hold Top Left + Top Right + Down at the class and track screen, then **press X X Y Y Z Z** to race all of the tracks in each class of racing.



GAIN THE SECRET EXTRA TEAM

Hold Top Left + Top Right + Down at the team select screen, then **press A X B Y C Z** to access the top secret Piranha team's extra vehicle.

IN GAME - ALL WEAPONS

Hold Top Left + Top Right + Down, and **press A A** to give your car a constant supply of weapons to use.

RECHARGE ENERGY

Hold Top Left + Top Right + Down, and **press B B** to charge the car's energy to maximum.

EXTRA TIME

Hold Top Left + Top Right + Down, and **press C C** to alter the race clock to 9:99 and stop it from counting down.

MACHINE GUNS!

Hold Top Left + Top Right + Down, and **press X X** to equip your racer with some cool machine guns!

WIREFRAME MODE

Hold Top Left + Top Right + Down, and **press Z Z** to activate an ultimately useless, but nonetheless quite interesting wireframe mode.

AUTOPILOT ENGAGE!

Hold Top Left + Top Right + Down, and **press X Y Z X Y Z X Y Z** to whizz through all the tracks on autopilot mode. **Press C** to activate the autopilot once you've inputted the code.

X-MEN: CHILDREN OF THE ATOM

Speed Up Loading Time

While continuing, **hold down the left and right buttons** to keep the same characters and reduce the loading time. Also, if you **hold the L+R buttons in two-player versus mode** it acts as a quick select so you don't have to rechoose your options again.

Play as Akuma (Player One)

Select the 2 Player VS Mode put the cursor on Spiral, then move to the characters in the following order, Silver Samuri, Psylocke, Colossus, Iceman, Colossus, Cyclops, Wolverine, Omega Red, Silver Samuri. Wait one second then **press the Weak Kick + Fierce Punch+ Fierch Kick.**

Play as Akuma (Player Two)

Select the 2 Player VS Mode put the cursor on Storm, then move to Cyclops, Colossus, Iceman, Sentinel, go left to get to Omega Red, Wolverine, Psylocke, Silver Samurai, Spiral, then wit one second and **press Weak Kick + Fierce Punch + Firece Kick .**

After the code has been entered, all you have to do to continue as Akuma is **hold down Top Left + Top Right + X + Y + Z and press Start** at the continue screen.

Marvel Super Heroes Advert

On the second controller **press Start + A + C** and you will see an ad for Marvel Super Heroes.

Juggernaut Code (JAPANESE VERSION ONLY)

In a VS game you can play as the juggernaut by first inputing the Akuma code, and then t**apping left-up twice on the D-pad** after you select your character (the screen where you choose the background and handicap).

Beat up a beaten opponent

After you have beaten your opponent, **hit Start** and you'll be able to move around. Now you can beat your downed opponent. Humiliating. Very humiliating.

Screen Mode

There's a hidden "Screen Mode" cheat in X-Men, as well as Night Warriors. To do it, just do the same as before: Go to the options screen, **hold Top Left and Top Right and tap Up then Down repeatedly** until the option appears.



Fight Extra Tough Akuma

If you think you're really good at the game, you can fight against an extra-hard CPU controlled Akuma. We don't know the exact way at the moment, but you'll get him if you do this: Play the game on level 8 difficulty and get at least 4 perfect victories in the final round. This will summon Akuma to fight you just before Juggernaut.



Game Over *Yeah!!!*


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